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No. 58 FEBRUARY 1990
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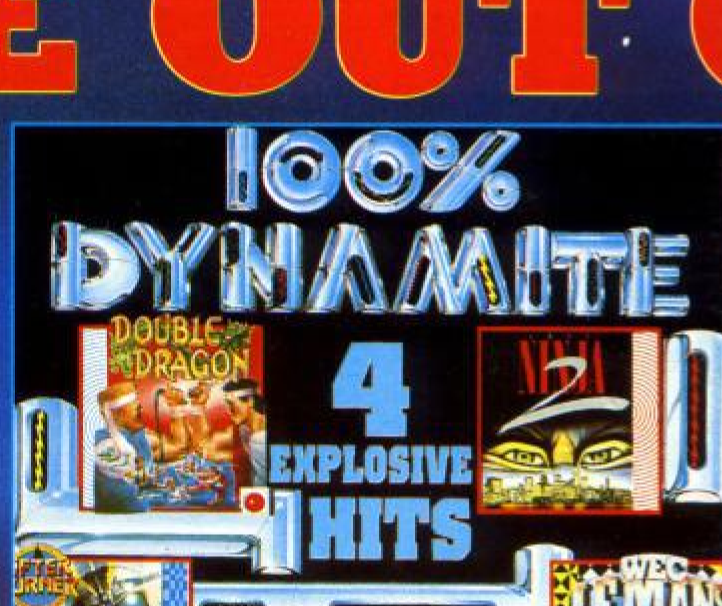
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DOUBLE DRAGON
"Skillful programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer."

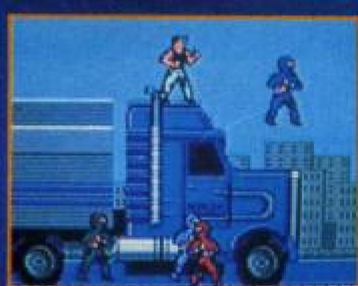
R-TYPE
"Here at S.U. we think it's about as close to an ultimate space blast as anyone will ever get. Fab."
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ILATION PACKS





BARBARIAN II
"Palace have really put everthing into this one ... It's all done with such enthusiasm, skill and style that I found myself itching to play it again and again." AMSTRAD ACTION MASTER GAME AWARD.
"packed with humorous touches ... great animation ... the sound effects too, are top quality ... hours of enthralling play." ZZAP! 64 GOLD MEDAL AWARD.
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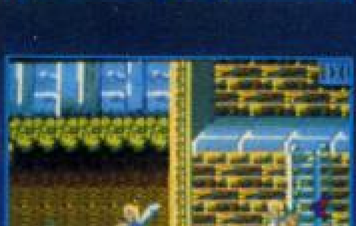


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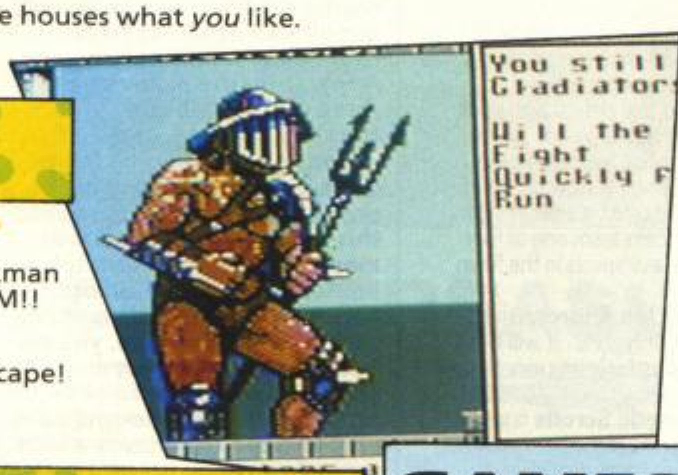
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COVER DESIGN & ILLUSTRATION BY OLIVER FREY

NEWSFIELD
A NEWSFIELD PUBLICATION

Be Adventurous

The Christmas avalanche of games continues to bury the ZZAP! team under coin-op conversions this month; the number of game review pages is the highest it's been for ages. But some of the most exciting games won't have Phil, Robin, or myself pulling our usual faces over them. They're games like *Future Wars*, *Drakkhen*, and *Dragon Wars*. Distinguished by brilliant graphics, some excellent animation, and amazing playability they're the sort of programs we might – in quieter months – have classed as 'normal' games and reviewed ourselves.

The rapid decline in text-only adventures in favour of games such as *Indy: The Adventure Game*, which often have arcade sections, has blurred the whole definition of what an adventure is. The highest scoring 'normal' game this month is *Space Rogue*; from RPG adventure specialists Origin it combines a RPG game with an *Elite*-style space game. But however difficult classifications are, this month's Lab Report is packed with first-class games with plenty of appeal for all but the most committed arcade fan.

Stuart Wynne

SOFTWARE MARRIAGES

The first of this month's nuptials concerns that boistrous young company, **Domark**, and the much admired **Incentive**. Domark already has quite a stable of people it goes to for its programming. But the real surprise is Incentive, formerly a very successful independent label, which wowed the critics with such performances as *Driller* and *Total Eclipse*. More recently its name has been linked with MicroProse. Indeed the 16-bit conversions of those two titles were used to launch 'Prose's new yuppie label, MicroStatus, which is now on hold.

The offspring of this union already has a name – *Castle Master*. It's set in 16th century England and has the hero trying to rescue the princess from one of four castle towers. Naturally the 64-room castle is packed with evil spirits in the form of bats, rats, and spiders.

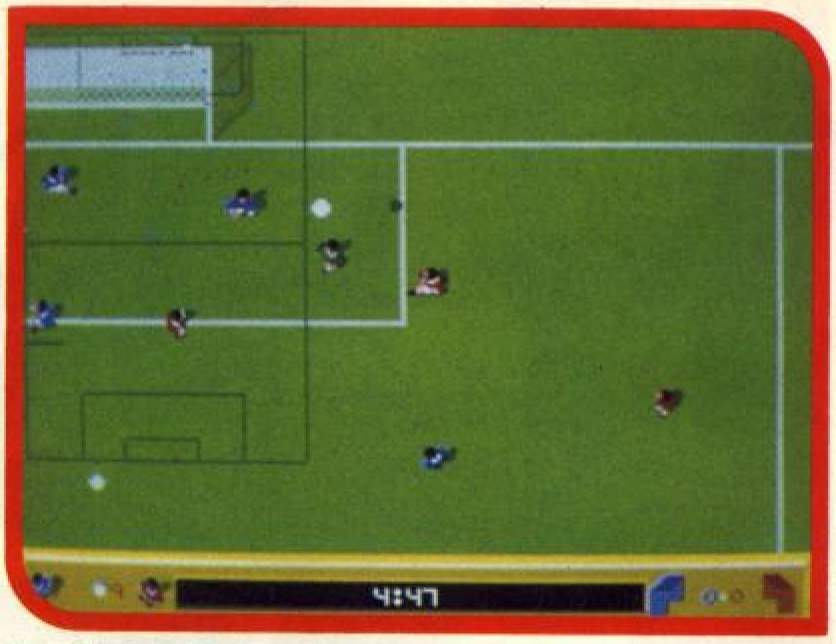
According to the father of the bride, Incentive founder **Ian Andrew**, the game will be 'the first Action Adventure to use 3-D solid polygons'. It will be available on all formats in April, and was apparently gestating for many months before this official announcemnt!

The second wedding this month sees the lovely **Magnetic Scrolls** finally finding a hopefully permanent home with **Virgin Mastertronic**. After being one of the brightest programming houses on the Rainbird label, Magnetic Scrolls decided to leave when MicroProse took over Telecomsoft. Magnetic Scrolls co-founder **Anita Sinclair** said the most important factor in the link-up was that Virgin were 'lovely people'. Ahhh.

How important the deal will be is open to question due to rumours the Scrolls may be concentrating more on business software than adventures. But we're glad to see Scrolls at least retaining some link with the games industry, and we won't even make any jokes about Mates!



▲ **What a load of bricks! – Mark Strachan, Andy Tait, Ian Andrew, and Dominic Wheatley at the signing of the *Castle Master* deal.**



EXTRA TIME

(Anco, Amiga £9.95)
Review by 'Footy' Phil King

We *Kick Off* fans have waited along time for this data disk for Dino Dini's brilliant footy game. So it came as something of an anticlimax when it arrived at ZZAP! Towers.

True, there are some new features, but other promised additions are conspicuous by their absence. A new set of harder referees was promised, but all that seems to have changed are their names. Apparently the players have three more attributes (tackling, passing, and shooting skills) to give them extra individuality, but in practice it's hard to appreciate this feature – perhaps it was meant for the unfortunately omitted team selection option which was originally planned.

On the positive side, you do get a choice of four new playing surfaces (hard, artificial, wet, and soggy) as well as wind conditions which range from none to crazy (gale force!). Before each match you also get an extra four formations to choose from: Blitz (all-out attack), Lockout (very defensive), Falcon (fast wing attacks), and Criss Cross (possession play). And for mediocre players the choice of three skill levels for the League (previously only International) is most welcome.

Probably the most noticeable features in play, however, are the two ball control options. Shot Power allows you to determine the power of a pass/shot by watching the small line beneath the controlled player which rapidly turns white. However, even experienced players such as myself found it very hard to time shots correctly and often ended up just tapping the ball a few inches down the pitch – very annoying!

More useful is the After Touch feature which allows you to bend shots by moving the joystick just after kicking

PICTURE THIS!

Converting boardgames to home computers can often result in games that blandly recreate the original, cramming a large board onto a cramped TV screen. Thankfully *Pictionary* isn't one of them. If you think drawing your 'pictionaries' is fun with paper and pencil, you haven't tried it with a host of computer 'draw' functions and a time limit which pays no attention whatsoever to your cries of 'just another second, it'll be a masterpiece!'

To celebrate the release of their successful C64 and Amiga conversions, Domark are offering five copies of the still very wonderful boardgame in a great comp. To enter all you have to is think of something, like 'pin stripe' or 'dictator', and draw a pictionary to illustrate it. Remember to write out what you're drawing on the back of the paper, and send it to *PICTURE THIS COMP, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB.*

The normal competition rules apply and all entries must be received by 1st March.



the ball. This really adds an extra dimension to gameplay and some spectacular goals can be scored using it.

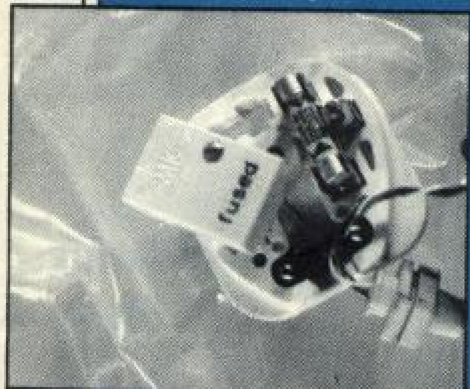
The only other in-game changes are player control of goal kicks (thankfully removing the irritation of a computer-controlled goalie throwing the ball straight to the opposing centre forward!) and the way injured players slow down (unfortunately the lack of tough refs leaves scope for extensive nobbling!).

Overall, *Extra Time* doesn't offer as many options as we'd hoped for but the ball control options do change the nature of the game to a more skillful one, putting an extra lease of life into a footy classic.

FUSED, LIVE!

Special Review by

Phil 'Groovy' King



'Get your dancing shoes on!' was the cry when ZZAP! designer, **Mark Kendrick** (the one who does the scribbly drawings etc) and **Robin Candy** (TGM person) – also known as the new band, **Fused** – played at that Mecca for music fans, The Bull pub in Ludlow.

Equipped with keyboards galore (including *my* Roland D-20!) the daring duo played a whole host of songs from the likes of the Numan classic 'Are Friends Electric' to Depeche Mode's 'Everything Counts'. And for a first gig they did very well indeed, the only problems being a few 'technical hitches' – the sequencing ST stopped in mid-song (typical!) and also loaded up a scrambled version of 'In Your Room' (Robin later claimed it was sabotage – someone had swapped over his Midi leads!). A further hitch was caused when Robin couldn't read the words to a song because lighting expert, **Nick Roberts** (CRASH person), turned the lights off!

But the way an exuberant Markie handled these potentially embarrassing problems showed his true star potential as he laughed with the audience and soon got them dancing in the aisles. There was even time for an encore when the fans raised a vociferous cheer for 'More!'.

Phil's Expert Verdict: **These lads will go along way! I just hope they give me back my D-20 first!**



▲ IDG Europe's glamorous Nikki Hemming.

ATARI'S ARC ADRIFT?

Ambitious plans by Atari to establish a new software label have been setback by controversy over its name – ARC – which is also used by the American Research Corporation, which makes PC-type machines. Legal action to resolve the matter seems increasingly likely.

Already about £50,000 has been spent by Atari on establishing the label, which has recently put out some very good Amiga strategy games, ie *Prince* and *Borodino*. A couple of arcade games are also due out soon. **Nikki Hemming**, the alluring face of ARC's PR company, is confident games will be continue to be released on the label for the foreseeable future.

The confusion is ironic since the new label was set up to establish a clear-cut identity for Atari's software wing. While Atari have long been producing the occasional ST game, a new label was felt necessary to appeal to Amiga and PC owners. It should also be pointed out Atari has no connection with Atari Games, the coin-op makers whose games are converted to home computers on the Tengen label, so called to avoid confusion with the other Atari!

OCEAN TREASURE

After winning a raft of Sizzlers and Gold Medals in '89, Ocean have rightly dominated software sales prior to the Xmas rush. According to Gallup almost one in every three entertainment titles sold comes from the Mancunian giants.

The figures break down to the budget Hit Squad label selling 14.9% of all games sold, and the full price Ocean label selling 15.7%, adding up to a most impressive 30.6%. This breaks the previous record, of about 26%, which was also held by Ocean.

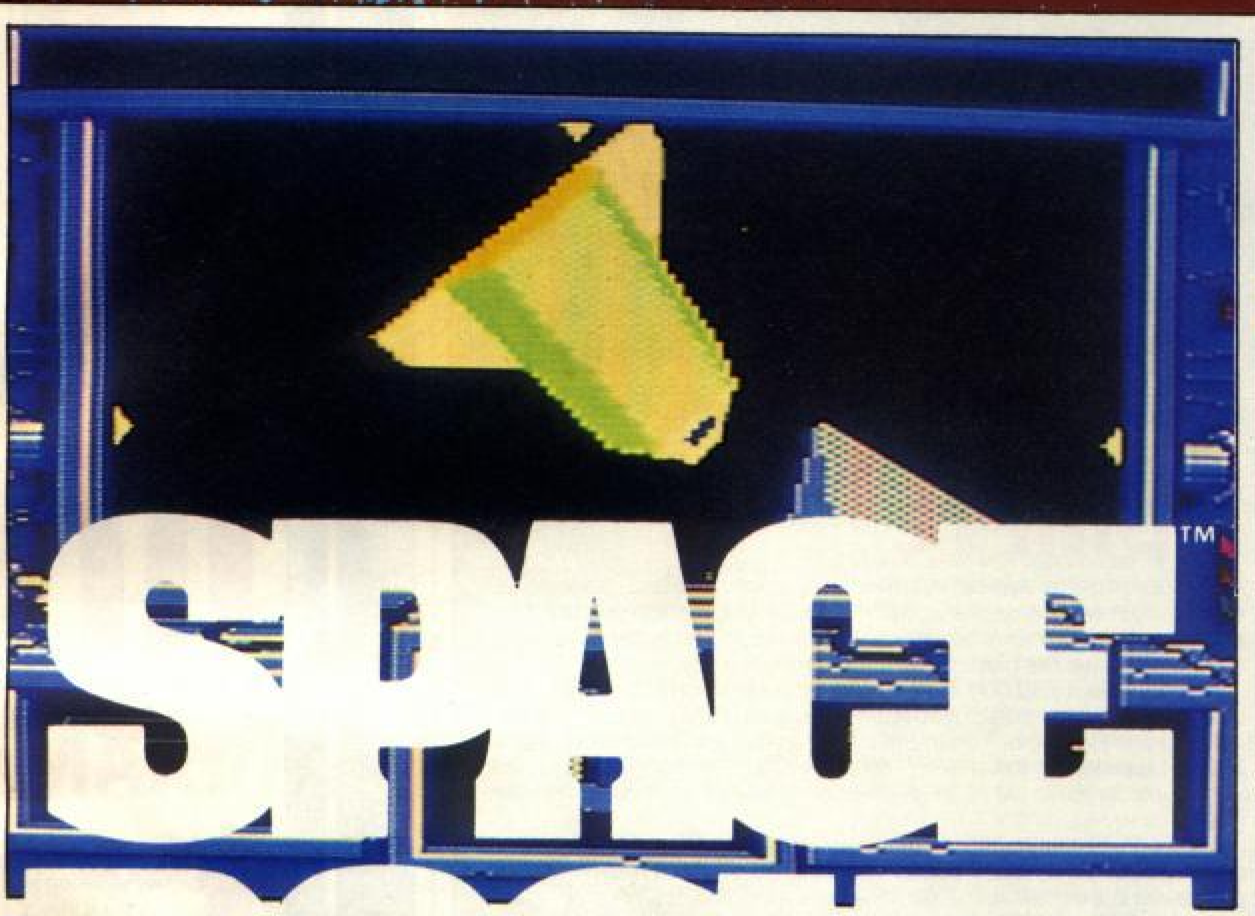
If instead of numbers you measure market share by the *value* of games sold, then the Hit Squad has 5.1%, and Ocean 20.4%. Meaning of all the treasure spent on software Ocean has grabbed over a quarter!

A large part of that success must go to the phenomenal *RoboCop* game. This has been in the charts for over a year, and after being recently relaunched it zoomed back up to number two! Questioned about his company's success Software Development Manager Gary Bracey **pointed out the part played by *RoboCop* and also claimed they'd been very 'lucky'! We at ZZAP! would dispute this last bit – quite simply Ocean have released a lot of very good games. Most have been excellent.**

***Batman, Operation Thunderbolt,* and *The Untouchables* should help Ocean capture an equally massive share of the Xmas sales. And for the future there may be another, long delayed Taito coin-op conversion, namely *Rainbow Islands*. Brilliant conversions of the Taito coin-op were originally written by the Graftgold programming team for Firebird. However, when MicroProse bought Firebird, problems arose, allegedly concerning missed release deadlines and the change in company ownership. As a consequence Ocean, who recently converted the Taito coin-ops *Chase HQ* and *New Zealand Story*, seem to have been given the licence.**

Negotiations are currently underway for Ocean to buy the Graftgold code from MicroProse, an obviously rather delicate process. The C64 and Amiga games have long been finished – both won Sizzlers in ZZAP! 53 – and it's to be hoped these beautifully playable conversions do finally go on sale.



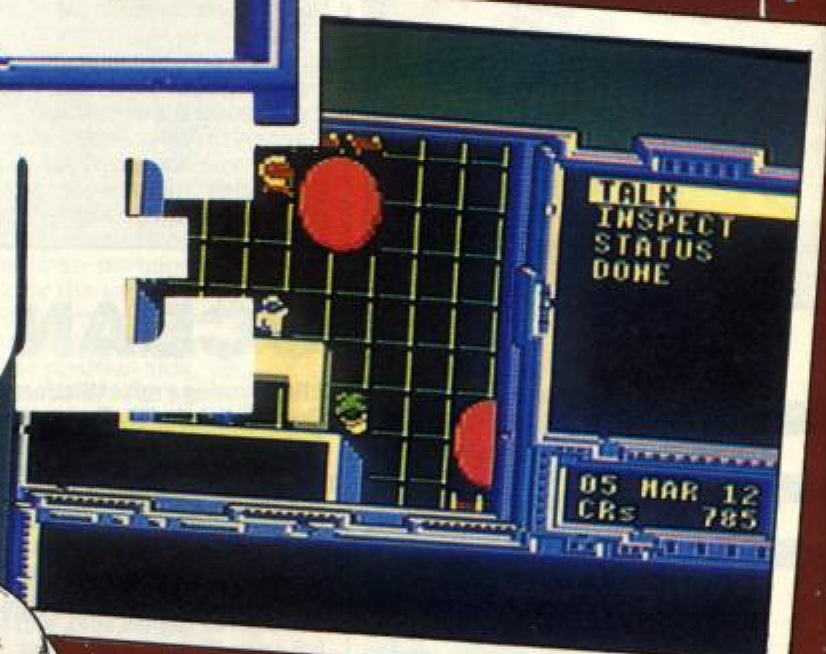


SPACE ROGUE™



◄ An outside view of your ship approaching starbase Hiathra (also shown in the small window).

▼ Buy too much drink and you'll end up walking erratically while hiccuping (honest!).



64



What a change from the *Ultima* series this is for Origin! When I heard about *Space Rogue* I half expected a reworking of their *Ultima* style RPGs but in a Sci-Fi setting; indeed this is what I got. And that's no bad thing when you consider how much depth there is to Origin games. But when you incorporate a technically stunning 3-D combat module into the game it just jumps light years ahead of opposition such as *Elite* (yes, you really will believe a C64 can shift polygon graphics around like nobody's business!).

What I love about this one is the way you interact with other spacecraft. They're not mere targets for your lasers as they exhibit some pretty intelligent attack/evade tendencies and fight back with a real vengeance, even engaging in chit-chat prior to blowing you away!

It's easy to be sceptical about how strong the game is on the RPG front when you consider it's all on one disk but we've been playing it for some time now and the plot just keeps thickening (and we haven't got round to explore half of the solar systems yet!). A move away from the *Ultima* range which has paid off in fine style.

Origin/Mindscape, C64 £19.99 disk only.

● The space game to beat *Elite*!

Hello, friend, I'm R2-C64, and I know all about you. How your famous father always wanted you to go into his safe, wealthy profession as a jeweller. How you always wanted to go into space, and finally succeeded by becoming a merchant marine with the Princess Blue. It was a fine ship, but the captain got careless stopping to examine a derelict scout ship.

You were sent in to investigate, but no sooner than you were aboard than ten Manchi ships appeared, reducing the Princess to debris. You're the only survivor and for days now have been letting the the scout



ship Jolly Roger drift. But you're not dead, and it's time to live on.

The Far Arm galaxy is a massive place consisting of at least eight star systems, linked by wormholes, and over a dozen space stations. You enter the wormholes through cylindrical gates, and they're made up of long tunnels of circles which you must keep inside to stay on target. Travel too slow, however, and constant erosion will rip away your armour.

If you plan vengeance on the insect Manchi, you must first earn lots of cash. Trading is the easiest method, although some goods are perishable and pirates will try to steal them. Alternatively you might like to go bounty hunting, or even try piracy yourself. But your standing with the Imperium and the Merchant Guild will fall if you start shooting at them, although it might earn you points with the Pirates.

Whichever career you choose, it's essential you know your ship – a Mandenworks Sunracer currently equipped with one feeble Garnet laser, a single forward shield, minimal armour, a cramped cargo hold, and no ECM. All these, plus the Radionix engine can be upgraded. But to get anywhere you need to go into navigation mode (which takes a short while to load into the main computers). A space map is shown with your ship at the centre. Use keys or joystick to scroll the map around. QUERY gives data on the cursor position, HELM locks the auto-pilot on. The ship will then move toward the selected position. Unless, of course, it runs into enemy ships . . .

Selecting COCKPIT gives you an electronic, solid 3-D view out of the front of the ship. Or if you prefer you can have a cinematic view; a view from just behind your spaceship. There's a choice of armaments, from beam weapons to three missile types (if carried), and a gauge showing how much armour you've got left. During combat the critical instrument is TAC (Target Acquisition Computer). When turned on, arrows appear indicating where the enemy is, his capabilities, damage, range, and even a moving picture of the ship. Also, it'll give you a one word description of enemy tactics. There are ten of these, from 'Close' (quick fly-bys for close shots) and 'Follow' (the enemy mimics your movements) to the obvious 'Ram'!

Battles can occur in asteroid storms, cargo-spoiling ion storms, corrosive nebulae which slow you down, and explosive anti-matter shard fields. But at least you can hide behind asteroids. If that doesn't work try jettisoning cargo to move faster.

Should you make it to a space station you can dock with it. Your perspective then changes to an overhead view with the station scrolling as you move around. Pressing fire gives you the option to talk, inspect objects, and review the status of both yourself and your ship. If you choose to talk, the character will probably introduce himself: you'll then be given the choice of a couple of replies – or alternatively you might like to directly input.

This RPG element of the game includes a Duchess Avenstar who desires a champion to fight against the Black Hand cult – to prove your worth to her you must get a high combat rating. Then there's the pirate Mr Gut; if you ambush a few merchant ships he might be willing to take you on. On a slightly lesser scale there's government officials to bribe and a lovesick droid to reunite with its partner (who may have been turned into a dishwasher!).

▼ The navigation chart shows your ship flying away from starbase Hiathra (the green square).



I thought *Elite* could never be beaten as the greatest ever space game, but after playing *Space Rogue* for hours on end I've changed my mind! There's just so much interaction with other ships and characters, this is a complete space adventure rather than just a trading game. I was amazed by the game's sheer depth with the fascinating sub-plots adding extra realism to the brilliant deep-space atmosphere.

It's a bit of a pain practically reloading the game when you die, but this adds to the realism so that you only go into combat when you're well prepared. The toughness of combat also helps extend the challenge of the game overall. According to Origin it is possible to complete the game in a solid day's play – *if* you know exactly what to do. But it's the knowing what to do which takes ages, as does mastering the combat, and I foresee many weeks challenge here. And while it may lack the 'infinite' open space of *Elite*, this game is absolutely crammed with missions and adventures. All the plots and sub-plots come together to make you feel like you're in a SF movie to beat *Star Wars*. All in all, a wonderful mix of arcade action and RPG adventure.



amiga

An Amiga version is due out in early 1990.

update

This is a completely unbelievable product, but I promise you it's not an early April Fool. Firstly, there's the graphics – solid 3-D, full colour, and *fast*. There are even options for cinematic and chase views, which has the 'camera' zooming up to and away from your spaceship. Secondly, there's the gameplay. On top of the *Elite*-style trading and space battles there's a complete RPG adventure. Small sub-plots such as being offered a job to deliver a microchip to someone, or saying 'Rikbat' to an alien for a behaviour experiment, help create an incredible atmosphere. Then there are the big plots, like proving yourself to the Duchess Avenstar or the pirate Gut.

Thirdly, there's the combat. This is excellent with the ships able to execute all sorts of tactics to keep you baffled. More than that though, there are battles where you ambush a tanker, get in a few shots, and it calls for help: an imperial cruiser promptly drops in to vapourize any under-equipped, would-be pirates. On another occasion I found an alien attacking a pirate, then turning on me as the pirate was destroyed. The detail on ships, their speed and how close they can come – ie filling the screen – is incredible. The wormhole effect is also pretty good, and tough too to compensate for the easy docking procedures.

And finally there's the attention to detail, like the way planets on the map screen actually move around the suns – with their tiny continents rotating all the time. The actual dimensions of the game may not be that big, although other star systems may apparently be discovered. But in every other way this totally outclasses *Elite*, and is the best space game for *any* machine!



PRESENTATION 97%
Superbly animated loading screen, cartoon-style intro sequence, map of Far Arm Star Cluster, 16-page novella, stiff paper cut-out spaceship models, ship guide, essential save function and C64 keys guide.

GRAPHICS 95%
The vector graphics are very quick, but also solid, beautifully coloured, and superbly detailed. The adventure graphics aren't bad either.

SOUND 58%
An effective array of ship engine noises, laser blasts, and suchlike.

HOOKABILITY 97%
No sooner than you arrive on Hiathra Starbase than you're drawn into one of the superb sub-plots. And the space battles are superb!

LASTABILITY 95%
There aren't that many space stations, but proving yourself in combat is tough and the plots are excellent.

OVERALL 97%
The ultimate space opera on your C64 with you in the starring role!

BALLISTIX

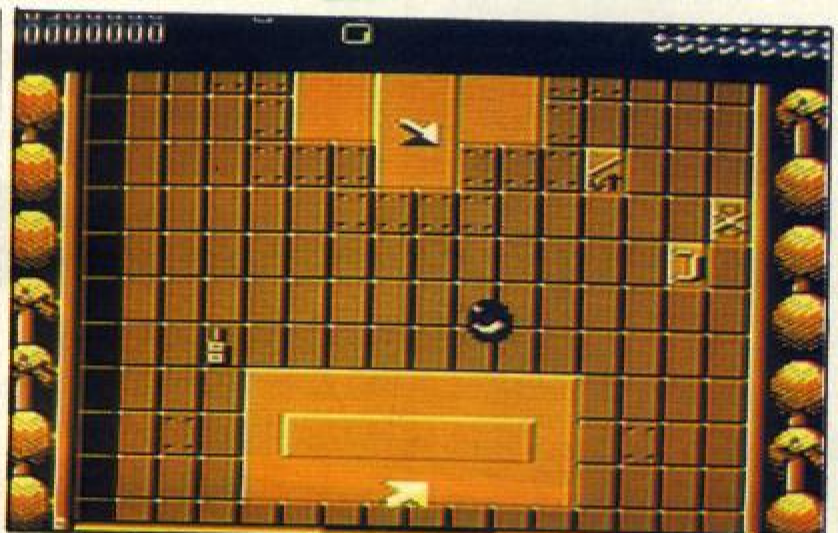
Psyclapse, C64 £9.99 cass, £14.99 disk

Remember *Crossfire*, the boardgame where two players fire ball bearings at a puck? Well *Ballistix* is based on the same concept, except that instead of fixed guns you get moveable arrows to fire the balls.

In two-player mode each player attempts to push the puck through the opponent's goals. Various icons appear on the pitch and can be collected for extra points and special features (such as temporarily jamming your opponent's gun!).

Solo play is against gravity with you trying to get the ball into the upper goals. There are 64 progressively more difficult levels containing various obstacles such as bumpers, tubes, and holes which 'teleport' the ball to another hole.

Game options include number of balls per side, gravity and arrow power, and starting level (allowing access to later levels).



▼ The two arrows fire balls at the puck.



How dare the packaging call soccer silly?! I mean *Ballistix* is hardly an intellectual game, just firing little balls at a puck – there's not even any fouling! The one-player mode is a bit dull with similar bas-relief graphics and just gravity as an opponent. Two-player games are much more fun and the numerous options add extra interest to a simple concept.



Blasting lots of balls at a puck to score goals is a limited idea. But all the various icons, and weird layouts on some levels, add quite a bit in playability. In two-player mode it's good fun, causing lots of blisters on your firing finger to prove it. But it's a shame one-player mode has you fighting gravity rather than a computer player.

PRESENTATION 78%
Lots of useful options, great loading screen, but inadequate instructions.

GRAPHICS 79%
Attractive, sharp, and very fast moving.

SOUND 70%
Varied spot FX and nice title tune.

HOOKABILITY 76%
Immediately playable, although the bonus/penalty icons can be confusing.

LASTABILITY 68%
A nice variety of levels, although gameplay could prove ultimately repetitive in one-player mode.

OVERALL 72%

An entertaining two-player game.

Mazemania

Hewson, C64 £9.99 cassette, £14.99 disk

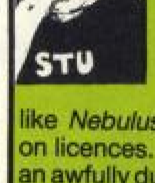
Surprisingly enough *Mazemania* is . . . well you guessed it. And the star of this maze game is Flippo, a deadringer for the beachball with feet which 'menaced' the crew of 'Dark Star'. Trapped in a rather large maze he wanders about, flipping over the floor slabs to make them all a single colour. Some of the slabs flip over to clashing colours, walking over them again, or from a different direction should enable you to turn these the right colour too.

Of course, there's plenty of people who like the old colour scheme and they chase Flippo, trying to rob him of energy and lives. Flippo can jump over them, and gaps in the floor, and collect floating icons for extra lives and the ability to kill the baddies.

If you solve one maze, there's fifteen more, of varying themes and graphics.

▼ It's a-maze-in'. Well, not really!





Hewson are one of the most imaginative software houses, developing original games like *Nebulus* rather than relying on licences. But that said, this is an awfully dull game. There really isn't that much more to it than wandering around poorly drawn mazes, flipping over slabs. At a budget price, or given away with a Spectrum, it might have pleased the purchaser for an hour or two.



I just don't understand why Hewson have released this prehistoric *Painter* game. The graphics are tacky, the gameplay repetitive. On budget it might have been acceptable but I can't see many people paying ten quid for such a simple, unoriginal game.

amiga

An Amiga version is planned!

update

PRESENTATION 38%
Continue level option is good, but otherwise basic.

GRAPHICS 40%
Bland, Spectrumesque slabs with poor scenery and sprites.

SOUND 55%
Appealing intro tune and mechanical in-game FX.

HOOKABILITY 42%
Basic gameplay wouldn't tax the mind of a stuffed Flippo!

LASTABILITY 41%
Four basic types of maze graphics, but layouts random.

OVERALL 40%

Would've been hopelessly out of date in the Stone Age.

SimCity



Infogrames, C64 £19.99 disk only

The Amiga version of this urban planning simulation deservedly received a Gold Medal, last issue. Now the 64 game's here (unfortunately only on disk) with quite a few omissions.

As in the 16-bit game, the general idea is to make a city grow by allocating residential, commercial, or industrial zones for the SimCitizens to build in. Power must be supplied along with roads to link the various zones – there is no rail option in this version. Within a tight budget (here the tax rate rate is fixed) you must attempt to keep the people happy (although there is no evaluation screen, the only indicators being the map and graph) while expanding the city.

As well as building a city from scratch you can attempt one of the eight scenarios – this typically involves rebuilding a city after a natural disaster.



This comes as something of a disappointment after the classic Amiga game. The large number of omissions has reduced play to just zoning and building roads – the lack of budget and evaluation screens is a major flaw. Still, the basic concept is kept intact, retaining a fair bit of the Amiga version's immense addictiveness. *Sim City*'s a highly original game that's definitely worth a look.



Mainly monochromatic graphics make C64 *SimCity* look initially unattractive, but when large cities are built up they do look quite realistic (ie drab). The lack of some of the Amiga game's most fundamental features, however, is a problem. It's difficult to get totally absorbed in the game when you have no control of finances and little idea of your popularity. Still, what is here remains very playable, providing an intriguing and lengthy challenge to C64 owners.

PRESENTATION 82%
Easy-to-use icons, plus a reduced but still good range of options.

GRAPHICS 60%
Detailed but lacking colour.

SOUND 18%
Functional beeps!

HOOKABILITY 72%
Tricky to get into but quite compulsive.

LASTABILITY 82%
Eight scenarios plus an infinite variety of new cities.

OVERALL 76%
Lacking some important options but still a fascinating concept.

Footballer of the Year 2



Gremlin, C64 £9.99 cassette, £14.99 disk

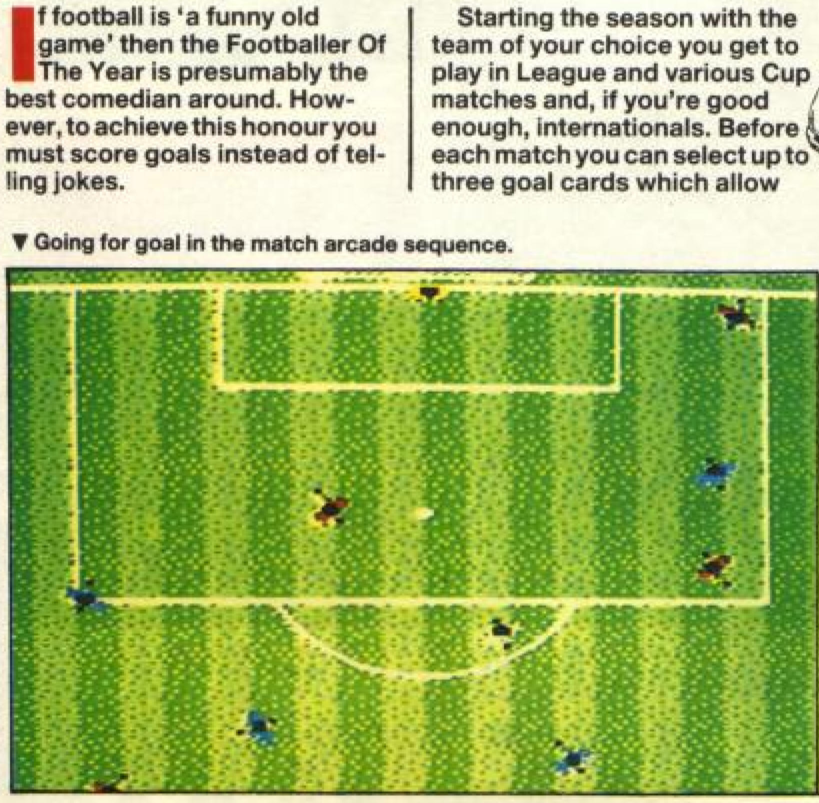
If football is 'a funny old game' then the Footballer Of The Year is presumably the best comedian around. However, to achieve this honour you must score goals instead of telling jokes.

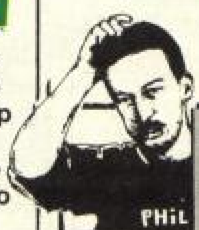
Starting the season with the team of your choice you get to play in League and various Cup matches and, if you're good enough, internationals. Before each match you can select up to three goal cards which allow you the possibility of scoring. The manoeuvres for each attempt are shown on a blackboard – you must try and emulate your part in the following arcade sequence.

Extra goal cards can be bought with hard cash, earned by scoring goals or from correctly answering footy trivia questions. If you're playing much better than the rest of your team you can buy a transfer card so another team can scout you (and perhaps buy you).

And that's about it. Before we go, just one late result: Liverpool have thrashed Spurs 4-0 with super striker Alexei Sayle scoring all the goals!

▼ Going for goal in the match arcade sequence.





I'm surprised at the total lack of depth in *FOTY 2*: there are very few tactical decisions to make. What *is* here is mildly enjoyable: following the ups and downs of a footballing career is absorbing. But the game's shallow nature shortens the appeal.



I enjoyed the original (which sold extremely well), and the sequel has many improvements – especially the attractive, user-friendly menus. Emulating the blackboard manoeuvres and answering trivia questions is fun, making for a worthy sequel.

amiga

The Amiga version should be out any day now, priced £19.99.

update

PRESENTATION 87%
Slick status screens and good options.

GRAPHICS 80%
Good arcade sequence.

SOUND 54%
Good kicking and crowd effects.

HOOKABILITY 77%
Following your career is fun for a while . . .

LASTABILITY 65%
. . . but eventually gets repetitive.

OVERALL 71%
A good (if belated) sequel.

BEVERLY HILLS Cop

Tynesoft, C64 Cassette £9.99, Disk £14.99

The pride of the Detroit Police Dept, Axel Foley, heads West for the game of the hit Eddie Murphy film.

On the trail of a tough underworld gang Axel swerves through isometric streets, using the on-board direction indicator to locate and shoot one of the gang's cars.

From here it's off to a warehouse for a scrap with some henchmen, horizontal beat-'em-up style. A bruised Axel then chases the baddies' three vans in his car via a vertically-scrolling section. Watch out for the crates they drop!

After destroying two vans Axel follows the third to the gang leader's mansion where he must shoot armed thugs to gain entry. This is a *Rambo*-style, multi-directionally scrolling shoot-'em-up. Once inside the mansion the games switches to a first-person perspective, 3-D view with your gunsight on screen. Shoot Mr Big and rescue the hostages.





This is certainly an ambitious package but the programming behind it isn't too new in execution or ideas. Sound is passable, as are the majority of graphics but there's nothing outstandingly good or bad. Despite the general lack of innovation, *Beverly Hills Cop* provides a lot of variety within the one package.



None of the five levels is particularly brilliant but in both graphics and gameplay they're all totally different from each other and fairly playable as a package. I particularly liked the way you can practise each section, although admittedly this does detract from the overall challenge. Quite good value for money.

amiga

A promising £24.99 Amiga version should be out soon.

update

PRESENTATION 64%
Five rather long multi-loads. Good practice option.

GRAPHICS 75%
A mixed bag graphically, but levels are nicely varied.

SOUND 53%
Adequate rendition of *Axel F*, but unconvincing FX.

HOOKABILITY 68%
It's very good to be able play each level . . .

LASTABILITY 65%
. . . but this destroys some of the surprise of the later levels.

OVERALL 68%
A nicely structured package of five playable but somewhat dated sub-games.

BUSHIDO

Firebird, C64 £9.99 cassette, £14.99 disk

Two ancient Japanese clans are feuding. The Taira clan have taken control of a massive fortress. A mass attack has already failed so the opposing Genji clan have volunteered you to sneak in and regain control of the fort all by yourself!

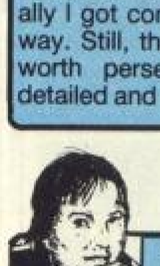
The isometric 3-D fort is divided into nine levels, each populated by enemy soldiers. You can either avoid, bribe, or fight them. Weapons, keys, coins, and magical items are hidden in the back wall of each room – you must climb around the wall to search it.

Strangely, the only way to die is of old age – if you are in mortal danger your magic belt will transport you safely back to base.





This intriguing arcade adventure contains a strange mixture of beat-'em-up and RPG elements. The magic belt and Save Game features avoid the frustration of death, but eventually I got completely stuck anyway. Still, the 3-D graphics are worth persevering for; nicely detailed and surprisingly varied.



The big scenario promises a lot for this game, but initially I found myself literally climbing the walls in frustration. Discovering some objects helped open up the game, and there's some neat touches like how the ghosts come out at night. The game's still a bit repetitive, but if you like the ninja theme and fancy a big challenge, this is well worth a look.

amiga

No plans for an Amiga version.

update

PRESENTATION 70%
No multi-load. Lengthy scenario but almost useless instructions.

GRAPHICS 75%
The graphics aren't exceptional, but there's an incredible number of rooms and some nice detail on some of the baddies.

SOUND 70%
Tolerable oriental tune and good FX.

HOOKABILITY 70%
Initially confusing, but at least you can't die quickly.

LASTABILITY 76%
With the save facility and lack of instant death, really long games can be had if you're willing to persevere.

OVERALL 74%
An intriguing mixture of game types.



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ZZAP! TEST

CHASE H.Q.

64 A

Ocean, C64 Cassette £9.99, Disk £14.99; Amiga £24.99

Ray Broady and Tony Gibson are members of New York's Chase HQ; law enforcement officers roaming the freeways in search of hardened criminals. You know, the type of criminals who don't think twice about kidnapping, murder, armed robbery, reading CU, and other anti-social activities.

As Ray and Tony start their beat, Nancy's voice comes over the airwaves. There's a criminal escaping down the freeway who must be caught at all costs. With a 'Let's go Mr Driver' the cops' Porsche accelerates down the city streets in hot pursuit.

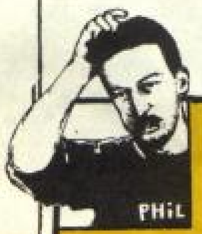
The car has 60 seconds to get within sight of the criminal's vehicle whereupon the timer resets to give another 60 seconds for the cops to catch and arrest the villain. Taking the wrong turn at forks in the road only wastes vital seconds and if time runs out, it's off the force for these two slow-coaches.

To help avoid failure the Porsche is fitted with 3 Nitro boosters to accelerate the car to ever faster speeds. Useful for catching up with the villain when time is running low but sadly the effect is only temporary.

The actual arrest procedure is a little 'unorthodox' to say the least: the Chase cops' idea of bringing a perp to a halt is to turn his car into a wreck by ramming it repeatedly! (A damage indicator shows how much more car crunching is left to go).



▲ A subtle hint indicates where the criminals may be lurking (Amiga)



For what was potentially the best of the Xmas driving licences (geddit?!) *Chase HQ* turns out to be rather disappointing.

The C64 version features the Spectrum's monochromatic roads, but lacks the speed, helicopter and many of the roadblocks in that version. Sound effects are poor (the skidding sound resembles an anti-theft device going off!) and there's no speech or samples. The original, bash-em-up gameplay remains very playable, but it's too easy, and too poorly presented, to be satisfying.

The Amiga version is marginally more impressive with some good sampled speech and detailed, although blandly coloured graphics. However, as on the 64 the pace is too slow to recreate the coin-op's awesome 'thrill factor'. Lacking this the gameplay comes to seem a little repetitive, and while initially quite enjoyable, over the longer term it's unlikely to justify its £25 price tag.



With the likes of *Turbo Out Run* and *Power Drift* setting the standards for racing games, Ocean's 'strongest' title of the year has ironically turned out to be their weakest. On the 64, use of high-res, monochrome roadside objects may have provided for better graphic definition, but speed and colour has been sacrificed. More importantly, the game is much too easy to beat. It remains moderately playable, but there are other far more worthy racing games around at the moment.

The Amiga version is more enjoyable to play. However, I wasn't totally convinced by the game's illusion of speed and was disappointed by the lack of colour. Compared with the Batmobile section of *Batman: The Movie* Amiga *Chase* just doesn't come close.

64

PRESENTATION 67%
Rolling demo on title screen, but no sound FX/music option. Extremely apid multi-load.

GRAPHICS 52%
Good sprites but otherwise it's 'Spectrum graphics' time.

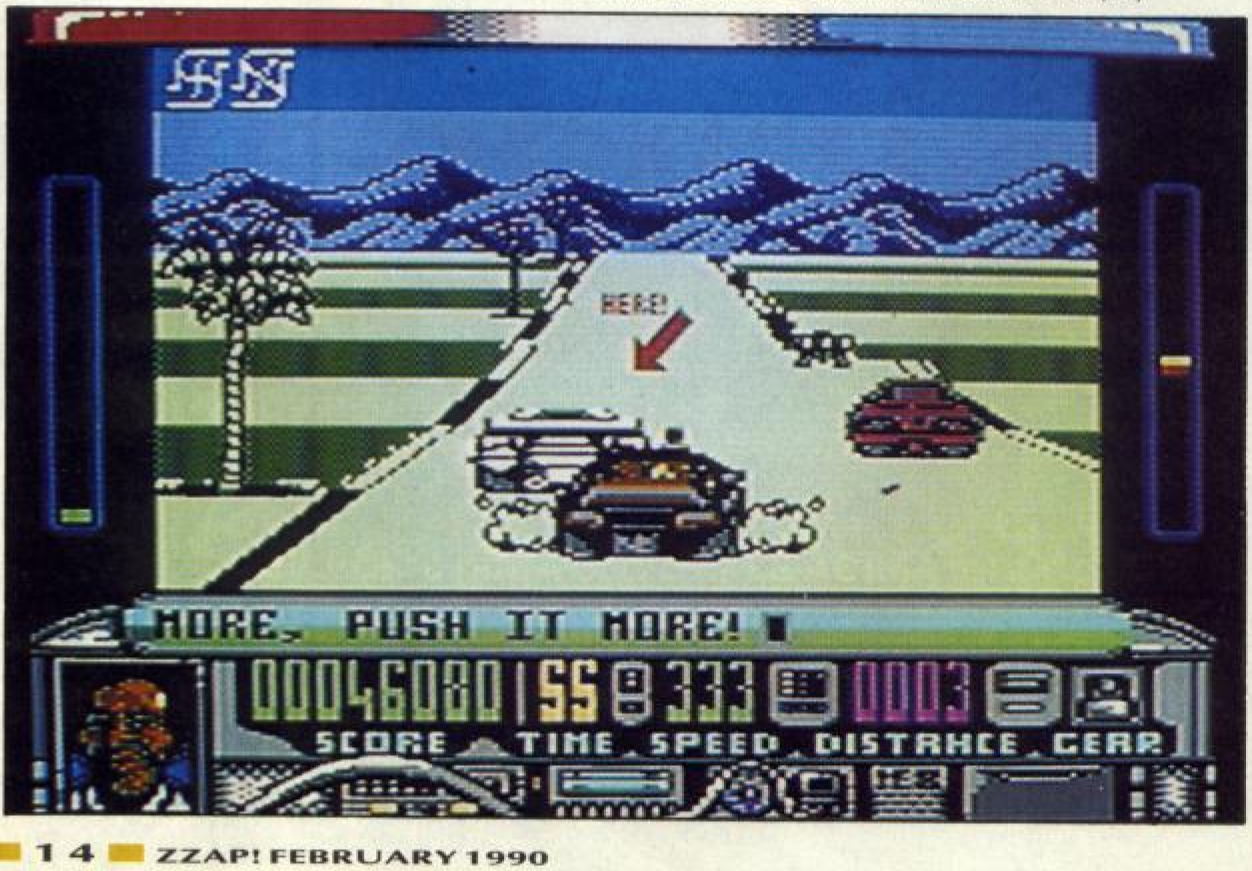
SOUND 32%
Dismal spot effects and irritating engine drone.

HOOKABILITY 59%
The coin-op name lures you in but the drab Spectrum appearance is a definite turn-off.

LASTABILITY 38%
Five playable levels but it's far too easy to progress.

OVERALL 53%
An anti-climactic release.

▼ You've caught up with a crook, but can you bear to dent your Porsche by ramming him off the road? (C64)



amiga

PRESENTATION 59%
Rolling demo, music/FX toggle, good radio briefing screen.

GRAPHICS 71%
A nice ST game has been ported across but the sprites are mediocre.

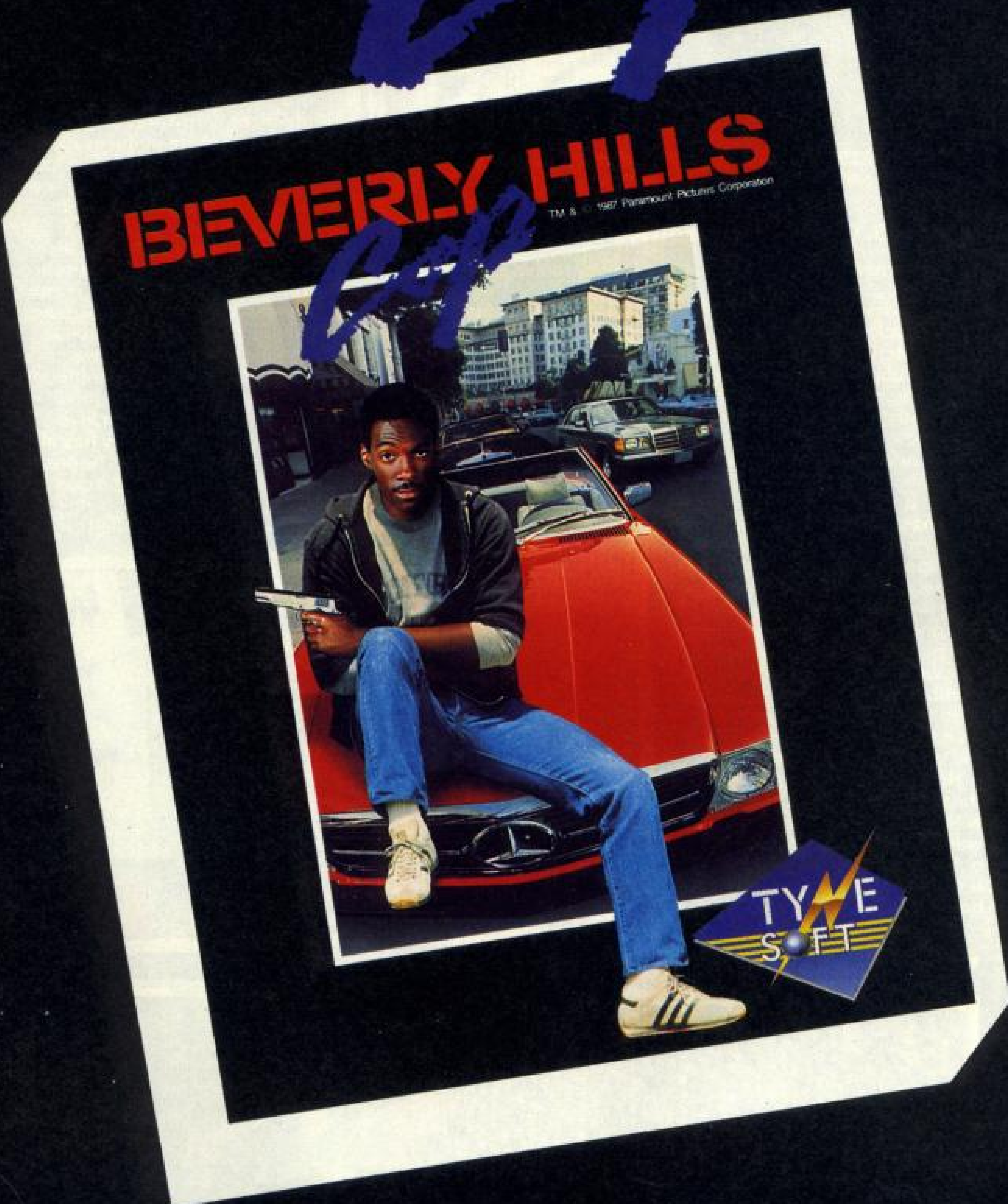
SOUND 70%
Good aural accompaniment. Extremely clear speech by Nancy but the in-game samples are sometimes a little muffled.

HOOKABILITY 72%
Dead easy and straight forward to get into, the urge to bash in that first car is extremely high.

LASTABILITY 62%
By the third level the gameplay is too tough and the lack of graphic variety disappointing.

OVERALL 67%
A playable, enjoyable racer which lacks any sparkle to hold the attention.

BEVERLY HILLS Cop













Look out, Beverly Hills
Here comes Axel Foley !

The hero of "Beverly Hills Cop" and "Beverly Hills Cop II" is back in Beverly Hills - and this time he's working on a case that's a real stumper! He's going to stop the crime of the year, unless an army of trigger-happy gunmen stop him first !

You'll roar down crowded city streets, race against time to stop a daring robbery, stalk armed killers, hunt for clues to a bizarre crime, and fight for your life again and again in this high-speed action adventure starring the fast-talking, quick-shooting detective.

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SIZZLER

Vendetta



▲ A scene from the brilliant video intro, showing a terrorist kidnapper entering the girl's bedroom.

System 3, C64 £9.99 cassette, £14.99 disk

●Two games in one: Stan Schembri's superlative 64 Sizzler!

Building your very own nuclear bomb on the kitchen table has long been a subject of popular appeal among engineering students. While other university goers spend their time getting drunk, they work to get on the cover of a technical mag with the completed bomb. One such elderly loon has come to the attention of a terrorist gang which has kidnapped both him and his shapely daughter. Their kidnapping is video recorded by a surveillance system and shown to our publicity conscious hero. A few weeks have passed and the bomb has been built. Impossible demands have been made and an one hour deadline set before the bomb is detonated . . .

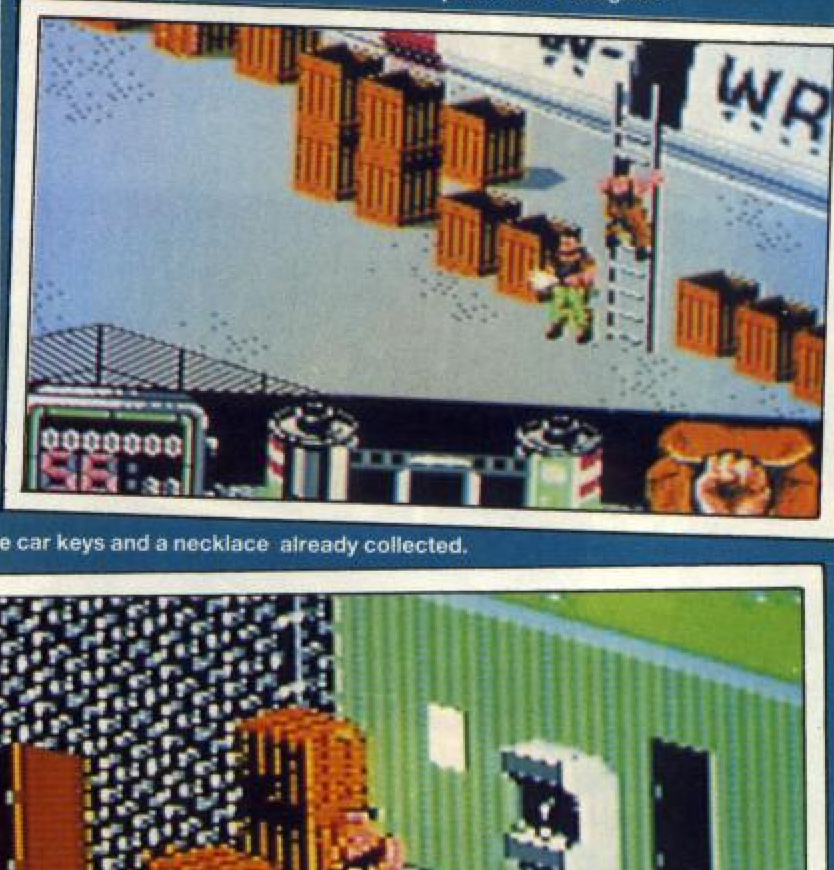
His first clue is a tip-off that the terrorists have a connection with a deserted docklands warehouse complex. As it turns out. the place is crawling with terrorists, and the mercenary hero has just his fists and a knife with which to defend himself. Energy is shown by a green strip wrapped around a digital watch showing how much remains of the one hour countdown. Realistically enough the mercenary has just one life: lose that and it's all over. But there is a bullet-proof vest to be found, which greatly improves his resistance to damage.

If you hit a terrorist his trousers begin to flash (honest!) showing his rapidly diminishing energy. Knock him down and he detonates a suicide device, neatly removing his body from the scene. The first terrorists are thankfully unarmed, but later ones are weighed down with plenty of hardware. So getting an Uzi machine pistol or AK-47, plus ammo, is very important. Fortunately, each time you enter a location the hidden objects briefly flash.

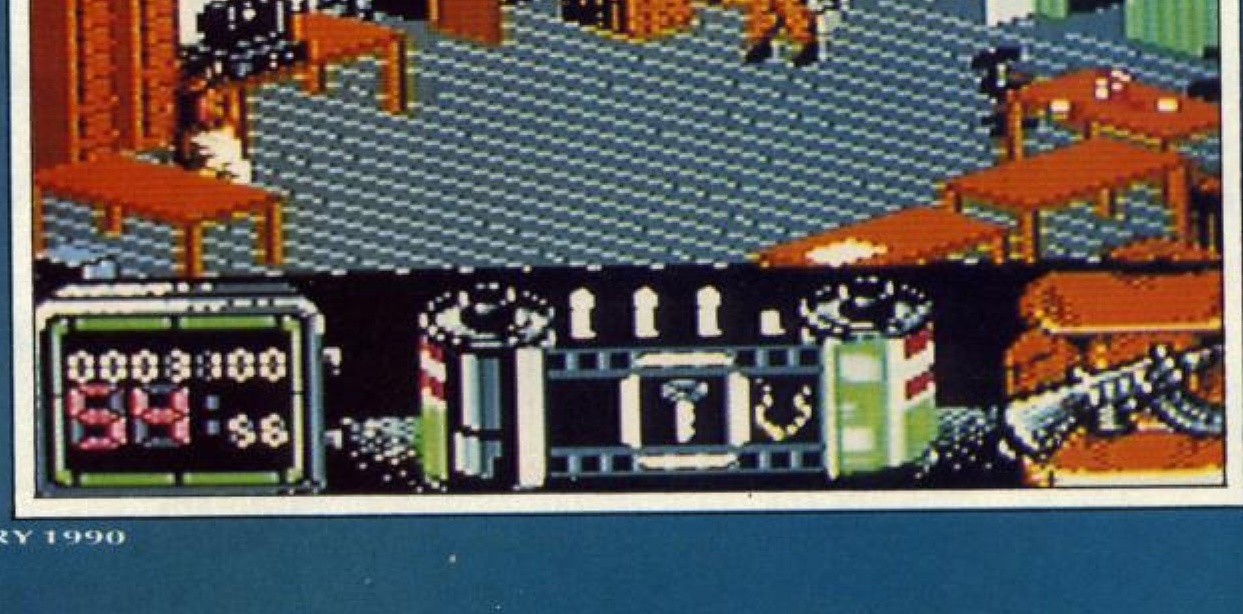
As items are collected they appear on a roll of film at the bottom of the screen. This is important for recording vital evidence. Periodically, policemen will appear and arrest the mercenary – if he doesn't have enough evidence to prove his good intentions he's thrown in jail!

Once the mercenary has all the evidence he thinks he needs from the docklands, he can

▼ Not far to go now, clambering aboard the airliner to free the professor's daughter.



▼ In a warehouse on level one, with the car keys and a necklace already collected.



move onto the second location via a Ferrari F40. Obviously he needs to find the ignition keys, but the car's also outfitted with machine guns and surface-to-air missiles. A special key card is required to activate this 007-type equipment.

Once out onto the open road the fastest route to the next location must be followed, but there's plenty of turnings to get lost down. If a map has been collected, arrows appear on screen to show the way. For super speed there's a nitrous oxide button, but if overused it'll burn out. To make things harder there are enemy cars and helicopter gunships to contend with.

The next location is a disused army barracks, complete with mothballed tanks. The terrorists all seem to have guns here, and one man in a dug-out can only be taken out with a grenade. Complete this level and it's back to the car for a race against time to the airport where the daughter is being held aboard a booby-trapped airliner.

After another car section is city park. The professor is hidden here, guarded by plenty of terrorists.



System 3 have done it again, with a superb updating of the *Last Ninja* gameplay and a good racing combat sub-game as well. The superb video perfectly sets the scene for the arcade action to follow. The ability to gun down opponents, rather than having to bruise your knuckles, makes gameplay a lot more fun. The little windows which open to show what object you've found are excellent, as are the backgrounds, although the last one is a bit too *Ninja*-ish. All this would be great if that was all there was to the game, but there's more: namely the superb racing section. Not only is there a top-notch road effect – there's combat as well. Quite simply, an amazing product.



Vendetta as a package is typical of the System 3 all-out approach to producing games on the 64 – high standards all the way through with Dokk and Tony Hager coming up with some highly authentic graphics. The attention to detail is outstanding: the subtle use of colours creates a very moody, downbeat atmosphere and the video playback is the best game introduction I've yet seen in a game (wonderful Matt Gray music!).

And if the *Ninja*-style action wasn't enough, there's the amazing driving sequence with a smooth scrolling road and combat: what a brilliant way to link the levels together! If you thought the *Ninja* games were great, *Vendetta* will blow your mind!

The supersleek graphics of the F40, remodelled since last month's preview feature.





This one is right up my alley with its superbly crafted modern setting and at last some *real* weapons to use (swords and nunchakas can get sooo boring after a while). The name of the game is violence and *Vendetta* excells at that. With a knife to hand the hero gives as good as he gets, but when he's got the Kalashnikov or the Uzi things go well over the top: it's great! The build-up of graphics is still very much a part of the *Last Ninja* type of game but it's rapid and the end result is well worth the (momentary) wait. If any criticism could be levelled at the game it could be that there's only four levels, but on top of this you have a race game that compares extremely well with *Turbo Out Run* and *Power Drift* (why wasn't *Chase HQ* done like this??). Stan Schembri certainly earned his money with this one!

amiga

Work has only just started on 16-bit versions.

update

PRESENTATION 91%
Superb video intro and inter-level screens, but multi-load a bit of a pain.

GRAPHICS 94%
Finely detailed isometric graphics, great windows, and a very impressive road effect. Beautiful F40!

SOUND 89%
Excellent, highly atmospheric intro tune and good sound FX.

HOOKABILITY 91%
Combat is hard, but that only makes it that much more urgent to get the AK-47! Addiction is further increased by the urge to find the F40.

LASTABILITY 94%
Just one life for four ten-screen locations and four driving sections makes a very tough, but highly rewarding challenge.

OVERALL 93%
A superb combination of two perfectly integrated game types.

GHOSTBUSTERS 2

Activision, C64 £10.99 cassette, £14.99 disk

Seen the movie yet? Well, the plot's about the triumphant return from enforced retirement of the fabulous ghostbusters quartet, complete with Sigourney Weaver whose baby has attracted the attention of some diabolical forces.

In the first section of the game Ray Stantz is winched down a sewer airshaft. Armed with a plasma gun and force wall he must try to reach the bottom of the sewer, avoiding ghosts and collecting parts of a special scoop along the way.

Level two has the Statue Of Liberty striding down a ghost-infested Broadway. You control a fireball which shoots out bullets. Shot ghosts drop energy slime which can be collected by your men on the ground.

The final level is an isometric 3-D section. You must rescue Sigourney's baby and blast the evil Vigo The Carpathian.

▼ Ray Stantz is lowered down a haunted sewer shaft!





Last month's assessment of '16-bit presentation for an 8-bit game' turns out to be mistaken. The limited sub-games are all quite different with some nice twists, but they're completely lacking the gameplay needed for a good game. *Ghostbusters II* is based upon some visually impressive film scenes which fail to come together as much of a game.



I desperately hope the film is better than this! The incredibly bland-looking first level offers zero challenge. Level two is playable but lacks any depth or holding power. As for the third, final and very anti-climatic section of the game . . . well, let's just say that it's hideously bad to look at and play. A very bad value for money package.

PRESENTATION 59%
Free badge and balloon can't compensate for yukky intro screens and painful multi-load.

GRAPHICS 56%
Some nice detail, but bland colour.

SOUND 54%
Okay main theme with some nice spot FX.

HOOKABILITY 50%
Levels one and two provide an initially tough, if limited challenge.

LASTABILITY 36%
Robin's already virtually completed it!

OVERALL 39%
A hotch-potch of sub-games which fail to gel into a good game.

BLUE ANGEL 69

Gremlin, C64 £9.99 cassette, £14.99 disk; Amiga £19.99

A beautiful female robot leads you into her labyrinth of sensations. And what do you do when you get there? Play a boardgame, of course!

You alternately choose numbered squares (you from the current horizontal line; she, the vertical) to score points – red squares reduce your score.

When squares are chosen, they flip over to reveal part of a picture of the Blue Angel. If you win you are rewarded with the full picture. On later levels, the pictures get more interesting as the Blue Angel performs a semi-striptease.

Options include a two-player mode, hidden numbers, and three skill levels.

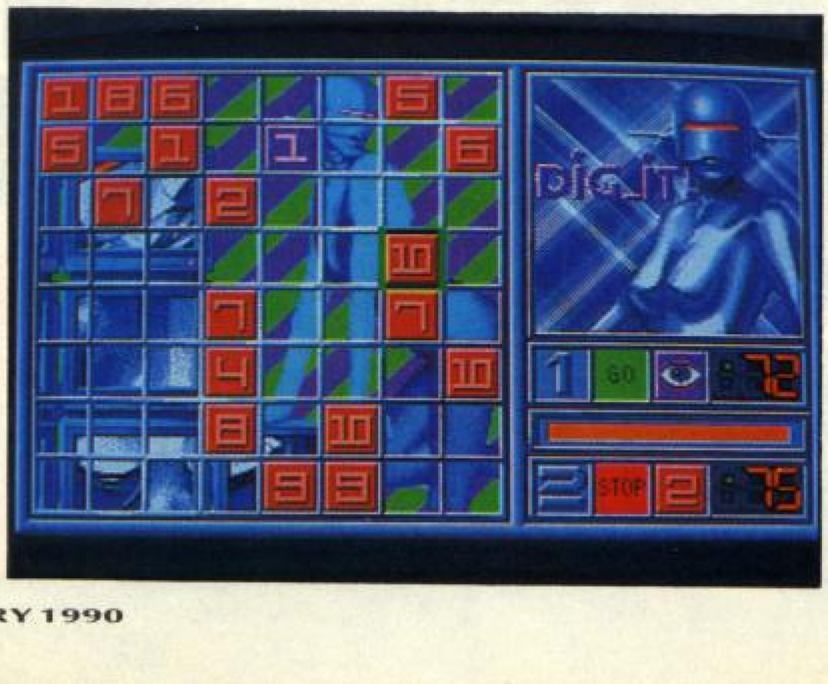


While the pictures aren't going to down a storm with feminists, there's nothing here to offend a *Sun* reader and the robotic element is at least novel. But the main thing is the game, which is surprisingly good solo, or in two player mode. A bit more variety might've improved value for money, though.



I must admit I don't get very excited at the prospect of seeing a naked robot! Still, Robin and Stu seemed very interested, and even I enjoyed the tactics of this simple-to-learn strategy game, if not the pictures.

▼ Flip the squares to reveal an 'interesting' picture. (Amiga)



64

PRESENTATION 65%
Some good options.

GRAPHICS 70%
Some nice shading!

SOUND 5%
None apart from Magic Bytes intro.

HOOKABILITY 71%
Lower for girls!

LASTABILITY 61%
Challenging but repetitive.

OVERALL 65%
Novel gameplay with tacky pictures.

amiga

PRESENTATION 68%
Nice intro sequence. Good options.

GRAPHICS 70%
Okay pictures.

SOUND 42%
Minimal FX and speech.

HOOKABILITY 71%
Same as C64.

LASTABILITY 61%
Eventually repetitive.

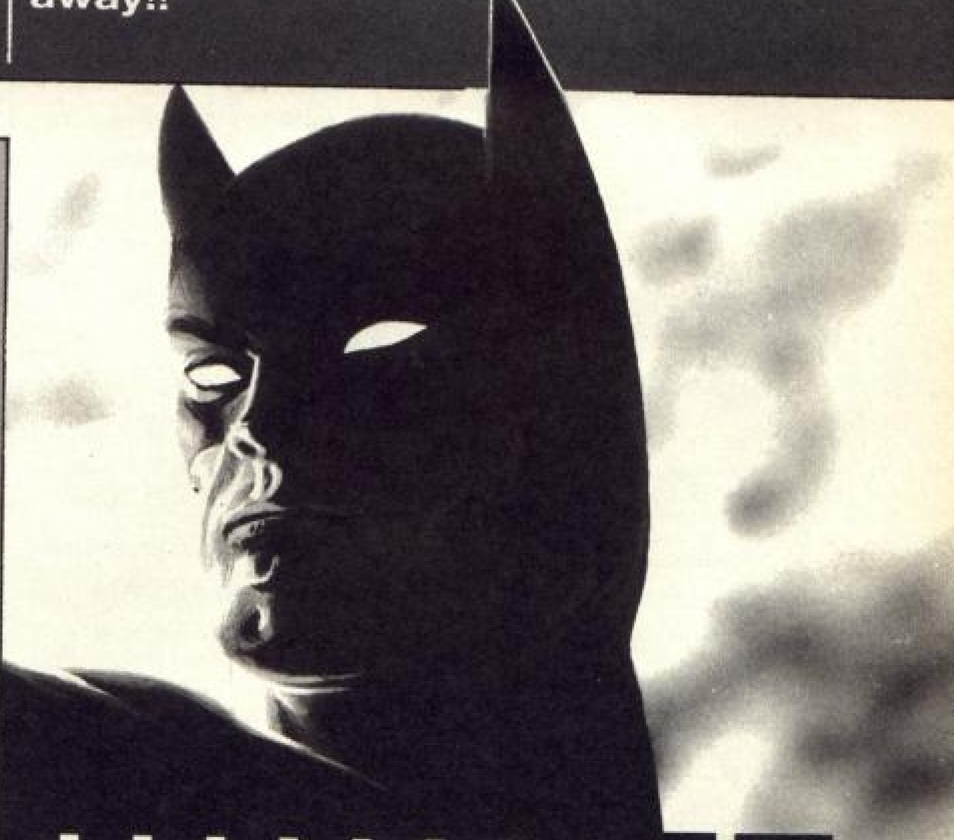
OVERALL 65%
Enjoyable strategy.

THE CHARTS

Yes, it's the return of the old favourite as we go into over-drive this month with not only the top 64 hits but Amiga and coin-op AND music charts as well.

One heck of a lot of games have come and gone since the last charts section in ZZAP! so it's time to update it all. To get things going us reviewers have banded together and, as 'democratically' as possible, we've put together a list of our fave-raves on the 64 and Amiga ('democratically' meaning the usual threats, bribes, pleading, and physical violence).

We see the welcome return of the charts for the best aural accompaniments on both machines and the mad 'Welshman' has demanded a coin-op chart which he's 'democratically' thrown in as well. So get voting for the all-new charts NOW, folks – you could win £20 worth of software! Don't delay, fill in that slip today and send it away!!



TOP 10 C64 GAMES

1. Turbo Out Run .... (US Gold)
2. Ghouls 'N' Ghosts .... (Capcom/US Gold)
3. Space Rogue .... (Origin/Mindscape)
4. Batman: The Movie .... (Ocean)
5. Stunt Car Racer .... (MicroStyle)
6. Myth .... (System 3)
7. Power Drift .... (Activision)
8. Retrograde .... (Thalamus)
9. The Untouchables .... (Ocean)
10. Operation Thunderbolt .... (Ocean)

TOP 10 AMIGA GAMES

1. F-29 Retaliator .... (Ocean)
2. Operation Thunderbolt .... (Ocean)
3. Atron 5000 .... (Players)
4. North and South .... (Infogrames)
5. Batman: The Movie .... (Ocean)
6. Kick Off .... (Anco)
7. Sim City .... (Infogrames)
8. Blood Money .... (Psygnosis)
9. Strider .... (Capcom/US Gold)
10. Starglider 2 .... (Rainbird)

C64 MUSIC

1. Ghouls 'N' Ghosts .... (Tim Follin)
2. Turbo Out Run .... (Maniacs of Noise)
3. The Untouchables .... (Matthew Cannon)
4. Batman: The Movie .... (Matthew Cannon)
5. Citadel .... (Martin Walker)

AMIGA MUSIC

1. Double Dragon 2 .... (Tomas Dahlgren/Steve Barratt/Richard Aplin)
2. LED Storm .... (Tim Follin/Mike Follin)
3. Ghouls 'N' Ghosts .... (Tim Follin)
4. Batman: The Movie .... (Jonathan Dunn)
5. Xenon 2 .... (David Whittaker)

COIN-OPS

1. S.T.U.N Runner .... (Atari)
2. Special Criminal Investigation .... (Taito)
3. Afterburner .... (Sega)
4. Teenage Mutant Ninja Turtles .... (Konami)
5. U.N. Squadron .... (Capcom)

NAME ....
ADDRESS ....
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POSTCODE ....

MY TOP THREE C64 GAMES ARE
1. ....
2. ....
3. ....

MY TOP THREE AMIGA GAMES ARE 1. ....
2. ....
3. ....

THE BEST C64 MUSIC IS
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BY ....

THE BEST AMIGA MUSIC IS
....
BY ....

THE BEST COIN-OP IS
....

Once it's done, send it to *ZZAP! CHARTS (1), ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB.*

Form 2-19

Rorschach Scientific Stationary

RESEARCH PROJECT; Binary code addiction as a means of controlling the world.
HEAD SCIENTIST: Prof NORMAN NUTZ Phd, Bsc, KP.
RESEARCH EQUIPMENT: C64, Amiga A500, Cray-2.
LAB ASSISTANT: The Geek

Ed's asked me to do something he considers quite difficult (no, not find a good bit in Star Trek V: explain to you what an adventure is. Hah! I've been playing them since I was flaming whip-high to a Balrog, if I can't tell the diff between a hobbit and a dwarf nobody can. But wait a mo, maybe Mr Wynne isn't as silly as he looks; I mean, there's a lot more to state-of-the-art adventures than those around when I was a lad. The modern hero can no longer rescue the princess by simply typing N, Dig or Kill Dragon. Today's games are far more sophisticated, utilising icons, animated graphics and double clicking. Cynics might say conventional adventures are almost dead, but I prefer to welcome a dramatic new era of much better presented games.

The success of the 16-bit machines has much to do with this: the bigger machines are capable of so much more than merely hosting games with great parsers and digitized graphics. Now you can have all the puzzles of a trad adventure plus animated graphics and sampled sounds. And why strain the player's typing fingers when a simple point 'n' click with the mouse performs the same task.

I appreciate that those who are 'really into' text adventures may begrudge the changes but look around you. When was the last time you were spoilt for choice at your local adventure store. If you don't modernise your thinking and come to terms with the fact that text adventures are a dying item you'll get left behind and have to rely on home-grown for your entertainment.

I don't mean to belittle the efforts of the home-grown market 'cause some good games come from this sector, but big money companies are abandoning text-only adventures. It's rumoured Magnetic Scrolls are concentrating on business software and plan to release just on adventure a year, Level Nine have quit adventures altogether for the animated RPG/arcade style of game, even Infocom are going more and more towards RPGs.

These changes began on 8-bit with games like Shadowfire, an icon-driven adventure which not have been brilliant but hinted at what the future held for adventurers. Other games that paved the way for today's adventures come from the likes of Sierra-On-Line (King's Quest series) and Lucasfilm (Maniac Mansion). These sound-enhanced, ieon-driven, animated graphic adventures have to yet more sophisticated games such as reviewed this issue.

So what is an adventure? It's up to the individual really, but here are a few pointers to help you ensure you stay an adventurer and don't accidently become an arcade addict: the game requires mapping, you use text (or icon equivalent) for controlling your hero most of the time, you have an inventory to which you can add or subtract items, there's a save-game facility, no high-score table and you need to sit and think about the game to make progress. Stick with these criteria and you may hold your head high and brag to the world that you're an adventurer. Due to games like Drakkhen you may have a lot of company!

LAB Report

DEAD END

Interactive Technology, C64 £TBA

Break out your trilby and knee-length raincoat and make sure you read this review out loud in the voice of Humphrey Bogart. If you don't if won't be the same . . . so curl that lip!

Inshpired by Raymond Shandler's book, 'Farewell My Lovely' (and de flik of de shame name), *Dead End*'s a 'tec shtory dat tries ta emulate de shtyle an' atmoshphere evoked by Philip Marlowe'sh cashes.

After hangin' around in my offish all day, just for shome ponshy broad to deliver a cheque for shervices rendered, I wuz in a mood to shuit da weather: shtinkin'. I wuz just about to head home to catch up on shome shuteye when dis Alverson guy comes in. He gives me de verbals about shome buddy o' hiz – Milesh Dunbar – dat wuz found face down in da Pacific an' he shuspects foul play. I wuz too tired an' angry to lishen, but da wad o' notesh he shtuffs in my hand purshuades me to take de case.

You can stop doing Humph now . . . but only if you really want to. The only clue you're given to find Miles Dunbar's killers is a photograph handed to you by Alverson. Looking at it carefully should give you your next move.

When you get to the Dunbar residence the Butler invites you in (as long as you remember your name) to meet Marcia Dunbar, Miles's wife. Sitting down (you're given the choice of on the sofa or coffee table (?)) you may now interrogate Marcia. The first thing you notice (if you don't you shouldn't be playing this game) is that Marcia is an alcoholic;

drinking whisky constantly. Miles's office is next door and a quick PI peep through his particulars provides more clues.

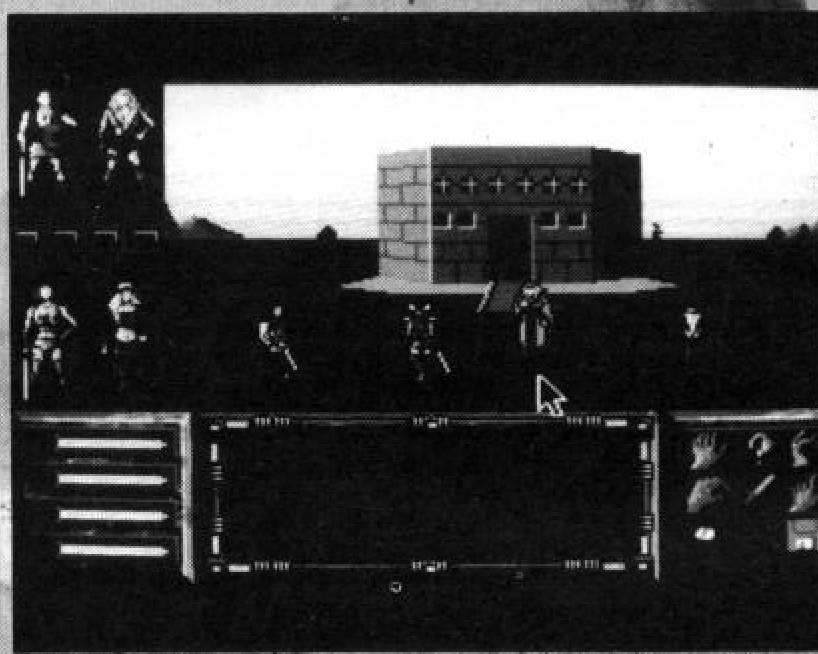
Dead End is created using Incentive's GAC (Graphic Adventure Creator) and is the best utilisation of the program I've come across. Screen layout is neat, resembling an Infocom game, and the parser is extensive and friendly, although a little slow.

There are one or two oddities: you can't read the notepad in Miles's office, even though it is described as such, and no input other than destinations are accepted whilst in your car. But these are minuscule complaints and don't seriously detract from the game.

Sleuthing adventures are difficult to produce due to the amount of interaction required between characters to create any feeling of interrogation and investigation. Most smaller games fail miserably but *Dead End* makes a very good effort, even though it's still quite limited: you can never ask everything of characters that you want to.

A text-only adventure, *Dead End* comes in three parts and is a credit to Interactive Technology.

ATMOSPHERE	**75%**
PUZZLE FACTOR	**77%**
INTERACTION	**81%**
LASTABILITY	**73%**
OVERALL	**79%**



DRAKKHEN

Infogrames, Amiga £29.99

While I was at the '89 PC Show (heavily disguised as a normal human being) I wandered over to Infogrames' stand to have a chat with one of their PR people, Christelle. Apparently she was telling me all about *Drakkhen* (Infogrames' first major RPG release and the first of their Drakkhen range) but I can't remember anything she said . . . if you've ever seen Christelle you'll appreciate why my mind went more of a blank than usual. Luckily she gave me a press release covering most of what she'd told me about *Drakkhen*.

If you're into Dungeon and Dragons, the name Gary Gygax may well be familiar to you as he invented it! More recently he helped create the scenario for *Drakkhen* . . .

Long, long ago, the world was created for a powerful race of dragons. The balance of life depended on their wellbeing: should the dragons be wiped out, chaos would reign and the relatively peaceful life of men would come to an end; the drakkhen (scaly, 'orrible 'umanoids) would emerge to rule.

One day a particularly stupid paladin (knightly champion) found and challenged the last of the dragons. After a long and difficult struggle, he managed to slay it. With its last breath the winged beast screamed the words that heralded the end of man. From that moment the fate of mankind was sealed. Magic no longer existed; the day of the drakkhen dawned.

The last hope for mankind (there had to be one) lies with a group of four adventurers sent by their emperor to a strange island (the only place where magic still exists). There they must find a cure for the plague before the human race is no more. You control the four as they seek eight dragon rulers, attempt to collect their jewels, and use them to summon the primordial dragon in an effort to gain his pardon for the stupid actions of the paladin.

To undertake this seemingly impossible task you may either use the characters provided or create your own (you can only save your game position if you've made a character disk, so it's recommended).

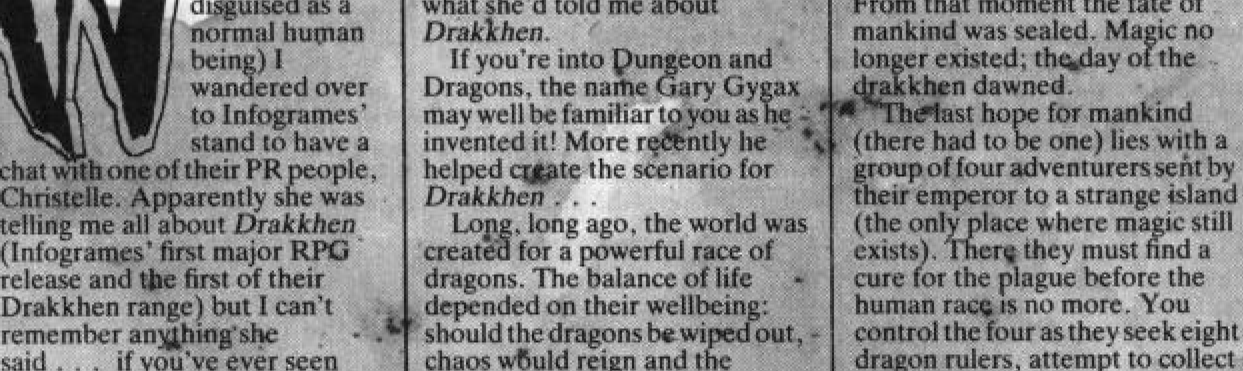
Traditionally, you may choose to be male or female and then a magician, priest, fighter, or scout. You're allowed three attempts to roll the highest possible numbers to allocate to character's strength, intelligence, dexterity and so on. Once you're happy with your party it's time to stop faffing about and get on and save your race.

The island you're sent to is made up of four zones: a marsh, desert, plain, and snowscape. Each zone features two places, in each of which resides a drakkhen ruler, either male or female, good or evil, who own the jewels you so desperately need.

Actual gameplay features two main modes, group and character. In group mode a first-person perspective is utilised to portray your party's journey across the landscape.

Character mode displays your party members on-screen and allows you to control them individually as they explore their surroundings, glean information from other characters or objects, and collect items. This mode is automatically selected when indoors or in a combat situation. Combat takes two forms: group attack, where all party members set upon a foe en masse; or individual attack, where the chosen character enters the fray alone.

Adversaries – of which there are over 150 different types – are mostly brilliant, featuring good animation and excellent FX (although the pack of rats is a bit naff). Indoors lurk drakkhen guards (some armed to the teeth) to test your combat skills to their





limit. Also inside are hunchbacked slave-humanoids. You may attack them if you wish – however, not only will you regret this move (they're well 'ard) but by not greeting them in a friendly manner you could miss out on some vital information.

Outside are creatures only seen in your darkest nightmares. More often than seems fair at first your peaceful walkabouts are interrupted by going into character mode – warning you of an impending confrontation. Then a dark spot on the ground grows and grows to become the shadow of some dreaded creature. Suddenly, hurtling down from the skies a huge screen-sized dragon appears to turn your party into a pile of sorry cinders. And this guy's only one of many massive monsters just waiting to end your quest. It's a good job you saved your position just before the attack (?).

The outdoor attacks seem random, although they occur less frequently when your party stays on roads and doesn't travel at night. Control of your party (both individually and as a group) is easy, made so by the neat screen layout. Split into four main sections, the central window displays either your first-person view or party members and their immediate surroundings. Other panels show messages, individual party members – and their health, current spell/weapon selected – and an action-icon window. A combination of keys, mouse, and joystick may be used to save the world.

Although combat plays a large part in *Drakkhen*, it is no ordinary hack 'n' slay RPG; thought has to go into which of your party should be armed with what, which spell should be used, and who should be fought and who talked to. The island is fairly large and a map is a necessity (although it's easy to lose direction). Good eyesight is also required as some objects are very well hidden.

Drakkhen is really tough: just when you think you're getting somewhere down comes some big, scaly swine to show you who's boss. But it has a strange addiction, no matter how many times you die you just have to keep going back for more. Perhaps it's the incredibly atmospheric sounds or the amazing creatures you get pulverised by. Or maybe it's the wonderfully smooth (and fast) way you explore the island in group mode. Whatever it is, I found I couldn't stop playing: all I wanted to do was get a little bit further than last time, just to see what's waiting around the corner.

In short, *Drakkhen* is the best game I've played in a long time. Brilliant!

ATMOSPHERE	**98%**
PUZZLE FACTOR	**89%**
INTERACTION	**93%**
LASTABILITY	**97%**
OVERALL	**98%**

DRAGON WARS

Interplay, C64 (disk only) £16.99

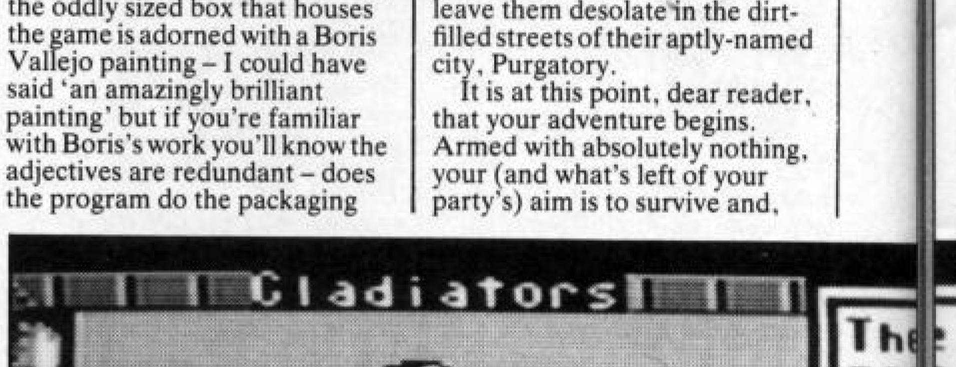
Having read my waffle in the intro about what I consider to be an adventure, you may be wondering why I'm reviewing an RPG game in this section. The real reason (before it gets edited out) is nobody else on the ZZAP! team has the brain power to cope with games that require thought. Anyway, modern RPGs and adventures are such close bed partners it's getting harder to distinguish between them.

Having read Ed's intriguing interview with Interplay President, Brian Fargo (ish 56) and having not enjoyed the *Bard's Tale* trilogy, it was with mixed emotions that I loaded *Dragon Wars*. The front cover of the oddly sized box that houses the game is adorned with a Boris Vallejo painting – I could have said 'an amazingly brilliant painting' but if you're familiar with Boris's work you'll know the adjectives are redundant – does the program do the packaging credit?

It seems an age since you embarked on your voyage of discovery. You and your crew were intent on finding the legendary land of Dilmun. When the excited cry from the crow's nest echoed across the vastness of the open sea your heart raced with anticipation. Could this be the fabled land of magic and dragons?

Steering a course through an ever-narrowing fjord, your ship sailed towards an unknown city. As the gangplank lowered, you paused to thank the powers that be for guiding you to your goal. But (an' it's a big but) as soon as the ship berthed, city guards rushed on board and arrested everyone. They selected one in ten of your men for sacrifice to the dragons and stripped all others of their possessions to leave them desolate in the dirt-filled streets of their aptly-named city, Purgatory.

It is at this point, dear reader, that your adventure begins. Armed with absolutely nothing, your (and what's left of your party's) aim is to survive and,



should you get sufficiently cocky, possibly kick some bum. A demonic type, by the name of Namtar, the Beast From The Pit, is to blame for your predicament, so revenge may not be so easy.

Before play commences you're given the choice of beginning a new adventure or continuing from a saved position (you're only allowed one saved game) and you're advised to make back-up copies of all three double-sided disks – do they think we're made of magnetic media? It is at this stage that a Utilities option appears, through which you may make back-up copies or load characters from any of the *Bard's Tale* trilogy. You can enter Purgatory with four in-built adventurers or create your own party members.

Characters have many attributes: the more usual Strength, Dexterity, and Intelligence plus skills in magic, townlore, climbing, swimming, and so on. The list is very long, which either gives the game depth or makes it incredibly complicated, depending on your point of view (he said democratically). Once you're happy with your gang it's time to go walkabout. As you wander around Purgatory, looking for a way out, you come across gangs of people just waiting to smash your face in. Thankfully, there is a Run option so if you don't feel like dying you can usually escape.

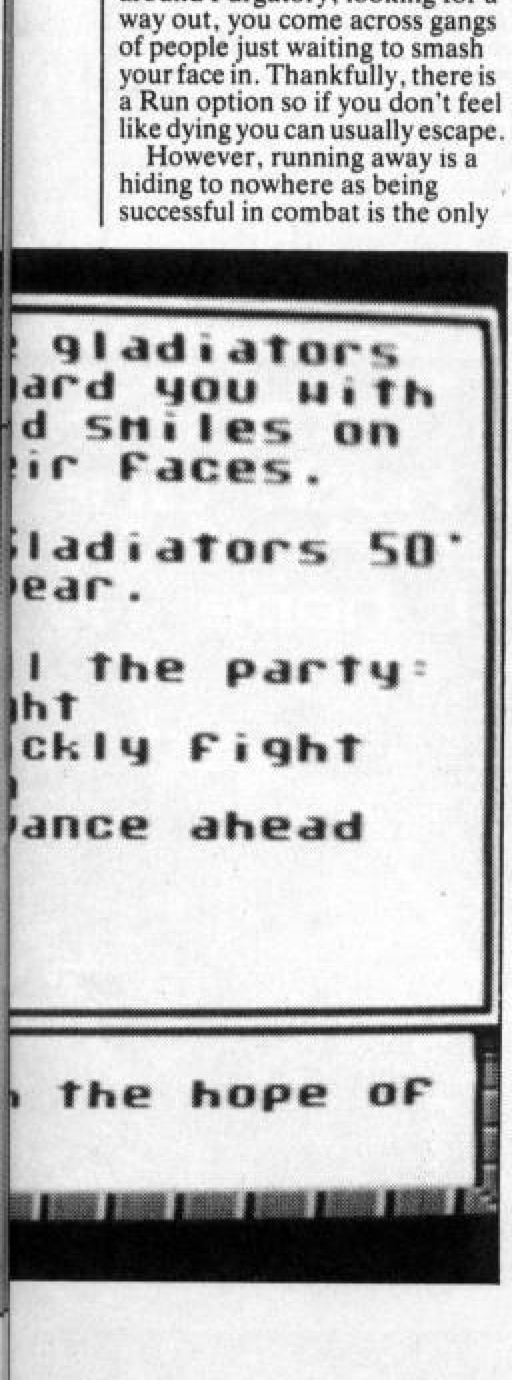
However, running away is a hiding to nowhere as being successful in combat is the only way to gain experience points and gold. Combat options are extensive: therefore, if you think about what you're doing, you should get through most scrapes without too much hassle. But don't go mad 'cause there are some mean monsters around just waiting to have a party . . . your party.

During explorations you may come across areas that refer to paragraphs in the manual accompanying *Dragon Wars*. Reading the indicated passage gives you more info on your surroundings and may help you make the right move to progress. If you get lost, there's an Automap option which provides a bird's-eye view of your immediate area, although it only details locations visited. Screen layout is neat: split into three main areas displaying your front view (or enemies, in confrontation mode), your party members and their overall condition, and text messages. All graphics are nicely drawn and, considering the game's size, animation is smart; I particularly liked the Wolf (and its identical canines: the Wild Dog, the Wild Hound, and the Big Dog).

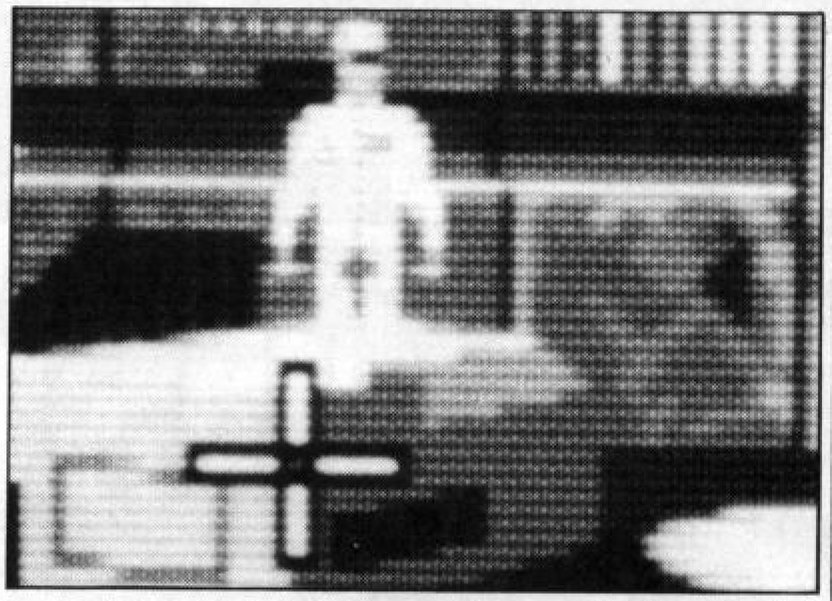
In fact *Dragon Wars* is massive! Purgatory takes ages to explore and there are eight more similar-sized cities shown in the Holiday Guide To Dilmun, plus underground complexes and, should you be dumb enough to sell yourself as a slave you'll also discover a mine . . . er, so I'm told. As with most games of this type, constantly saving your position and exploring every nook and cranny of the first city should stand you in good stead for when you travel further afield. Trying to progress too quickly could bring you to a sticky end.

A touch of tedium did raise its head when at one point confrontations occured with every other step I took, but the Run Away option eased the situation quite a bit.

I would have liked more time to look at *Dragon Wars*. As it was, I played it for about sixteen hours and was just beginning to get somewhere when this issue's schedule interrupted. The fact that I wanted to continue my adventure in Dilmun puts this latest Interplay RPG shampoo above the *Bard's Tale* trilogy. I like it. I even like it enough to give it a much deserved Sizzler! And now if you'll excuse me, I have six Pikemen to sort out.



ATMOSPHERE	**87%**
PUZZLE FACTOR	**85%**
INTERACTION	**88%**
LASTABILITY	**91%**
OVERALL	**90%**



FUTURE WARS: TIME TRAVELLERS

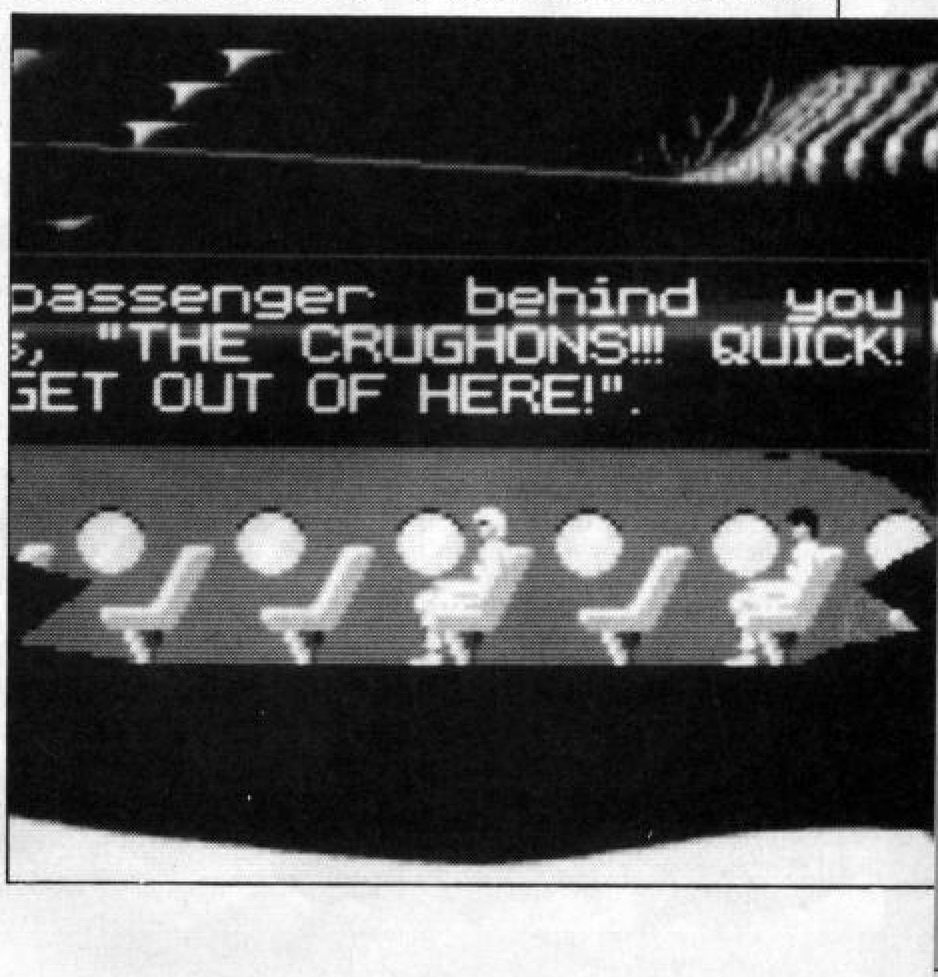
Delphine Software/Palace, Amiga £24.99

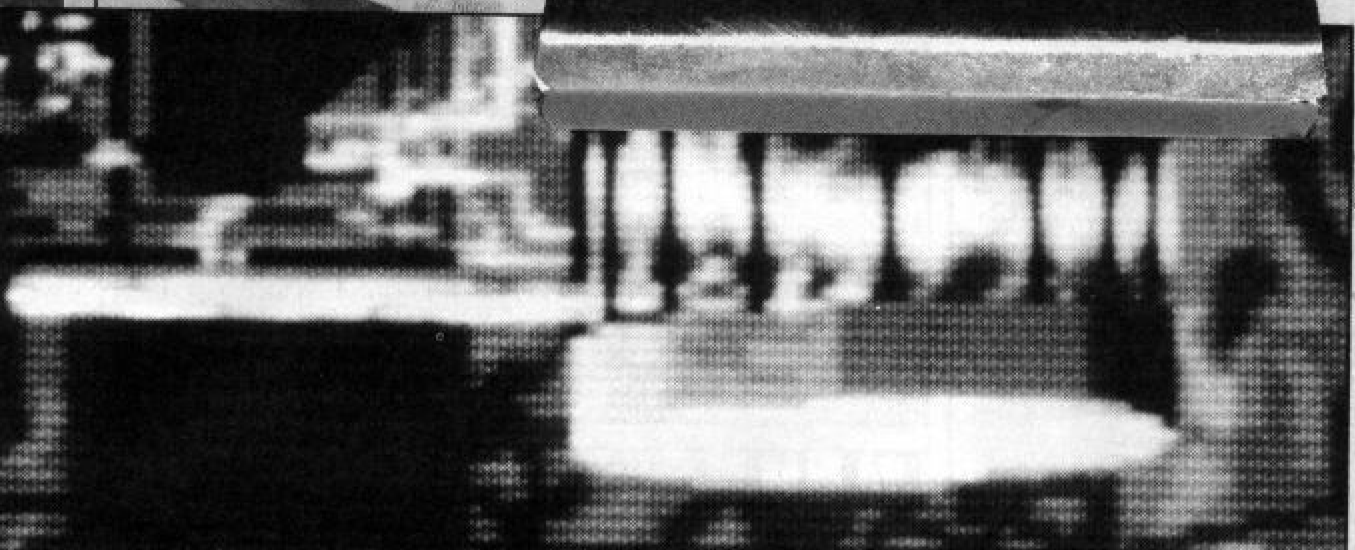
When I first heard of this game I thought to myself, 'What's the point of fighting with flowers? A bunch of fives yes, but a bunch of blooms?' I know people say things with them, but not necessarily in a violent way. Anyhow, once I'd shoved a cotton bud down my lughole and listened once again to Palace's Pete Stone (was I stone deaf?), I realised this new Cinematique creation was not, in fact, called Fuchsia Wars. Silly me.

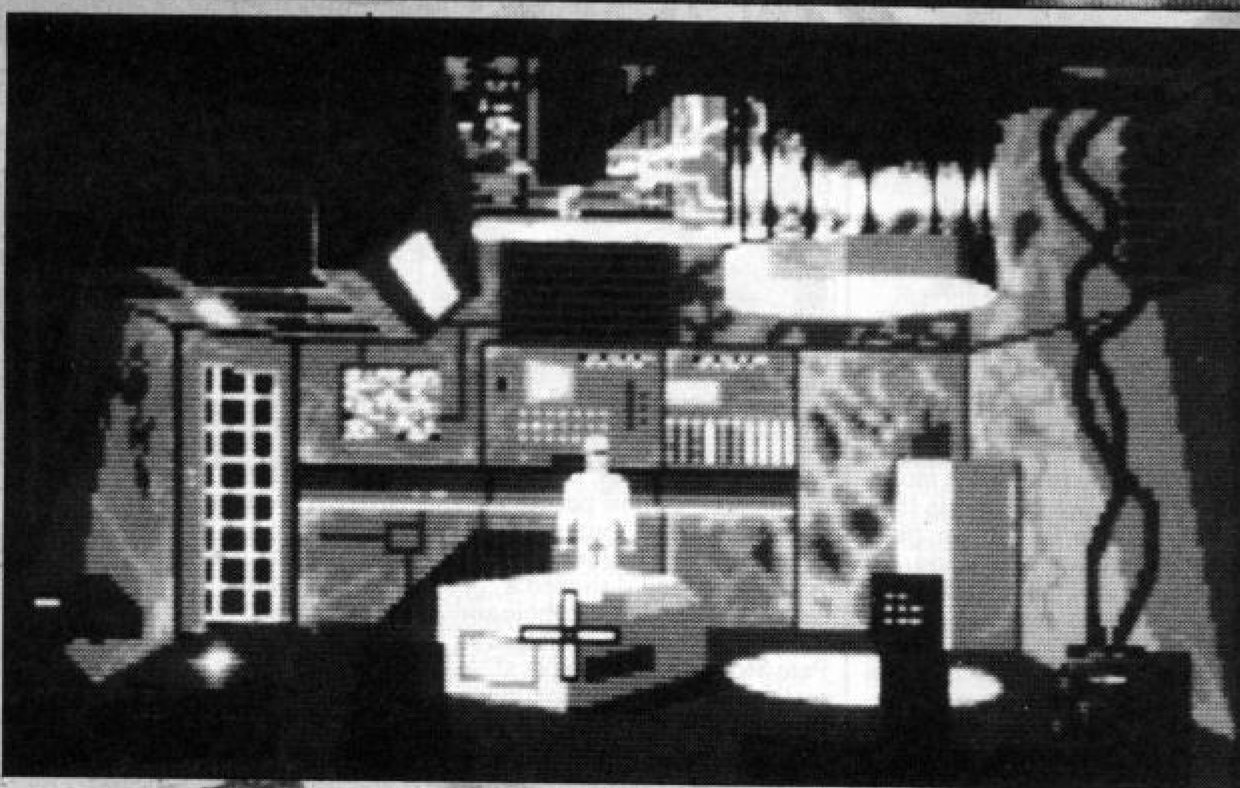
Monsieur Paul Cuisset has been quietly working on this 'new type of computer game' for the past three years, a type that incorporates adventure-style within an animated game. A Cinematique game, for short.

Earth is really in the soup. She's under attack from the Crughons, a race of time-travelling aliens who want to conquer earth (goodness knows why). They plan to do this by sabotaging her mega SDI-type defences before they're built. The Crughons travel back in time and even as you read this are planting delayed-action bombs in important little places (we're talking cotton buds again!).

You're the reluctant hero whose task it is to save the world. Your day begins half way up a skyscaper as you aim to clean those windows like they've never







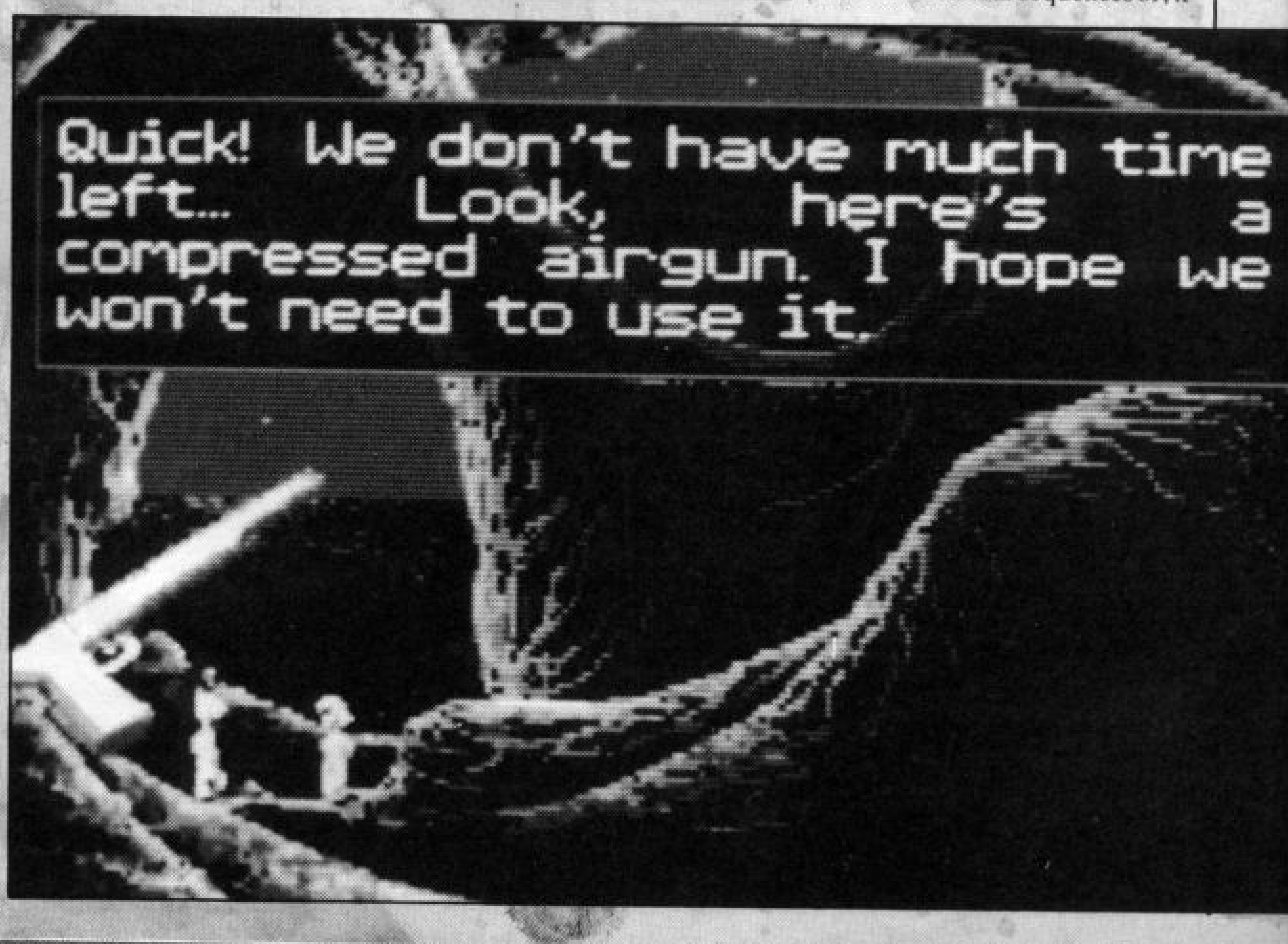
been cleaned before – a bit of a pain but it's clear you shine in this vocation, a glass above the rest really. Suddenly the boss appears from a window above and has a good ol' whinge at you about nothing in particular (why else do bosses exist?).

However, when he eventually runs out of breath and disappears back into the building you notice he's left the window open. You could go in! And after playing around outside on the scaffolding, and doing everything you can legally do with a bucket, you realise you have to go through the window to get further into the game.

Once inside, the nicely-drawn, full-screen graphics of the building shrinks down to display interior offices. This location is a good one in which to practise manipulating your character and objects. I don't think I'll be giving too much away by telling you there's a key under the carpet. Finding it is easy enough but picking it up is not. Pixel perfection raises its ugly head on more than one occasion during play, and your character has to be in exactly the right spot to perform certain operations (such as picking up the aforementioned key). But accepting this idiosyncrasy is not difficult.

I must also mention the flag in the toilet (well who wouldn't?) 'cause it can cause problems. Get your man to open the toilet door and stand back while you lean as close to the screen as your eyes allow and scan the floor. Are you seeing tiny red spots before your eyes? Did the artist (Eric Chahi) see red for a moment and accidently stick an odd pixel with the white ones of the floor? Has your little brother stuck his jammy fingers on the screen while you weren't looking? No! That minute, seemingly insignificant, red dot is in fact a very important map flag. It's also a primary lesson for the rest of the game: look carefully at every screen, move your cursor on to anything that looks interesting, odd or different and examine it. If you don't do this you'll miss something noteworthy and get nowhere fast. Fortunately, having to do this is by no means a chore as each location is very well drawn and there's usually plenty going on to entertain you while you search the screen.

Arcade sequences lurk within the game and leap out to test your mouse-clicking adroitness when you least expect it. One in particular, that occurs early on in the quest, pushed my button-pushing, mouse-manoeuvring prowess to its limit – which actually isn't very far, but then we can't have everything. If you've got an adept arcade player in the family I suggest you bribe them to help you get through this and other similar sequences or, if



you're as naff at action games as I am, you may well have to bear the embarrassment of keyboard indents in your forehead.

Even though *Future Wars* is translated from the Français there are only one or two minor text errors (the odd letter missed out for example). However, some of the puzzles and their solutions are more worrying; a pair of automatic doors won't open for you because the attached videocamera has a dirty lens and it can't detect your presence, so what do you have to do? 'Use lance with videocamera' (of course). This obscure command allows you to clean the lens so the doors may open. Also the 'Operate' command encompasses almost everything that 'Take' or 'Examine' doesn't. For example 'Operate tree' shakes it, 'Operate rubble' sweeps it to one side to reveal . . . . something, and so on. These niggly bits are incredibly minor compared to the amount of wonderful stuff in *Future Wars*, but if I gave the game nothing but praise, Pete Stone would be even more impossible to live with (not that we are cohabiting you understand . . . . it's just a figure of speech, honest).

Cinematique is an excellent system. The proof is in *Future Wars* which is a joy to play: graphics and sound are brilliant, gameplay is compulsive (if a mite easy – even Mr Wynne got a little way into it), and it incorporates a good, quick save/load facility and a useful pause for taking a well-earned rest during the action bits. Its mechanics are similar to Lucasfilm and Sierra On-Line games such as *Indiana Jones*, *Zak McKracken*, and *Gold Rush* but on the whole it looks and sounds much more polished.

Future Wars may be a bit linear but the next release is claimed to be less so: personally I can't wait to get my grubbies on it. Meanwhile, be prepared to have a really good time defeating the Crughons.

ATMOSPHERE	**91%**
PUZZLE FACTOR	**83%**
INTERACTION	**85%**
LASTABILITY	**90%**
OVERALL	**91%**

SCIENTIFIC SUGGESTIONS with The GEEK

Hobble Gobble, Geek freaks! There's just a few tips this month (due to Norm's extra reviews), so make the most of 'em. Till next month, don't lose your head.

Fish!: To get case . . . Go to the second hand shop in Pickerel and buy the fishton with the Fisa card. When you return to your apartment you'll find the case there.

To get photon bridge . . . Go to the pub in Pickerel and kep buying snifters with your Fisa card and give them to the drunk. After two or three, Steve will offer you a cylinder full of gas. Buy this but don't worry when it gets stolen. To retrieve it, go to your apartment and enter the warp which will have appeared. This will take you 'In The Dimensions'. Now do the following:

Myth: Before crossing the swamps, PUT REED IN MOUTH.

In the garden, CLIMB TREE and, when the lamb is below, JUMP ONTO LAMB, GET LAMB, SACRIFICE LAMB, PUT LAMB ONTO ALTAR, GET REED, GET LEAVES, GET FRUIT, GET SMALL STONE, PUT LEAVES ON FLAT STONE, HIT LEAVES WITH SMALL STONE, DIP TRIDENT INTO LIQUID, W, THROW TRIDENT AT NINTH HEAD, GET TRIDENT, CUT HEAD WITH TRIDENT. Go to the portcullis, go W, TIE HEAD TO ROPE, DROP HEAD, E, N.

Outside the Ferryman's hut, ASK SOUL FOR COIN.

Guild Of Thieves: On rat race, bet on the grey rat.

To deal with rats in cellar, OPEN STOPCOCK, TAKE PIPE, CLOSE STOPCOCK, then OPEN and CLOSE STOPCOCK once more before going down into cellar.

In the bank, CHEW GUM, REMOVE GUM, SAY TO BIRD "HOORAY" (until bird says 'Hooray' twice), SHAKE CHAMPAGNE BOTTLE, ENTER LONG QUEUE, REMOVE CARD, SHOW CARD TO TELLER, DROP CAGE AND BOTTLE, OPEN OFFICE DOOR, EXIT, STICK GUM OVER KEYHOLE. Then wait for the bang!

In the cunical room ROLL DIE: roll a one and go To open sracophagus, USE FINGER BONE.

The Pawn: To stop guru laughing, COVER WRISTBAND.

The guru needs water – fetch snow from the plateau.

To enter tower, MELT SNOWMAN WITH WHITE Jerry Lee Lewis is thirsty (BEER).

To get past the dragon, LOOK AT SHADOWS, POINT OUT SHADOWS TO DRAGON, SHINE WHITE AT SHADOWS

CLEVER CONTACTS

Pulling your hair out with frustration? Well, ther's no need to go bald! New improved Clever Contacts hair restorer is guaranteed to help you keep your crowning glory in excellent shape. Just a little letter (SSAE) or phone call to one of the nice people below will ensure your hair stays smooth, silky, and oh so manageable. Clever Contacts: hair today, NOT gone tomorrow . . .

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Muggy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik.
Christophe Brassart, 67 rue del'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka.
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69.
Tel: 041 771 7729

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY.
Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death.
David Lemon, 14 Norton Place, Dunfermline, Fife KY11 4RH.
Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood.
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN.

Quest For The Lost Leg
The Geek, The Extremely Dingy Dungeon, ZZAP! Towers

Adventureland, Subsunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, all early Infocom titles, Jinxter, Guild of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Trager Sanction, Wishbringer, Trinity, The Pawn.
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, New Zealand.
Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest for the Holy Grail, Zim Zala Bim, Island Adventure, Castle Dracula.
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland.
Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork II, Zork III, Exodus, Ultima III, Ultima IV, Ultima V, The Boggit, Never Ending Story, The Hulk, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The Fourth Protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the Rings, Quest for the Holy Grail, Hacker, Starcross, Moonmist, Frankenstein, Winter Wonderland, Imagination, Jack The Ripper, Leather Goddesses Of Phobos, The Pawn, Borrowed Time, Déjà Vu, Planetfall, Hitch Hikers Guide To The Galaxy, Dodgy Geezers, Tass Times In Tone Town, Return To Eden, Snowball, Worm In Paradise, Stationfall.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU.
Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Kobyashi Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorcerer of Claymorgue Castle, The Quest For The Holy Grail, Rigel's Revenge, See-ka of Assiah (part one), Football Frenzy, Velnor's Lair.
Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall.
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild of Thieves, Jinxter.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Jack The Ripper, Dracula, Kayleth, Mindshadow, Never Ending Story.
Derek Scott, 42 South Parade, Leven, North Humberside HU17 5LJ.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker.

Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit.
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for the Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sanction, Valkyrie 17, Very Big Cave Adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III.
Ian Gay, 18 Earsdon Close, Westdenton, Newcastle upon Tyne, NE5 2RL.

SMASHED, Dracula, Frankenstein, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka I,II,III, IV, Zim Zala Bim, Cricket Crazy I, Kobyashi Naru.
Scott West, 10 Charnock Dale Rd, Gleadless, Sheffield, S12 3HP (No more phone calls, please)

The Hobbit, Seastalker, Trinity, Leather Goddesses, Bureaucracy, Hitchhiker's Guide, Stationfall.
Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey, GU15 1EG.

Enchanter, Zork I, II, III, Planetfall, Stationfall, Plundered Hearts, The Pawn, Shadowgate, Wishbringer, Leather Goddesses of Phobos, Ingrid's Back, Hollywood Hijinx.
Julian Loveday, 23 Herbert Road, Emerson Park, Hornchurch, Essex, RM11 3LM.

Heroes Of Karn, Empire of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest for the Holy Grail, Lord of the Rings, Price of Magik, The Pawn, Twin Kingdom Valley.
A Ridge, 4 Corwallis Avenue, Clifton, Bristol, BS8 4PP.

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Deja Vu, Shadowgate, The Three Musketeers, Plundered Hearts.
Steven Coomber, 6 Maysfield Close, Portishead, Bristol, BS209RL.
Tel: 0272 844218 (6-9pm)

The Boggit, Hulk, Kayleth, Kobyashi Naru, Sherlock
William Stephenson, 10 Inchcolm Terrace, South Queensferry, West Lothian, Scotland, EH30 9NA.

Corruption, Tass Times in Tonetown, King's Quest III.
Simon Ball, 1A Castle Flats, South Street, Ashby-de-la-Zouch, Leicestershire, LE6 5BQ.
Tel: 0530 415103 (5-10pm)

Zork II, Gnome Ranger, Knight Orc (part one).
Steve Parker, 13 Elizabeth Road, Seaton, East Devon, EX12 2DS.

Zork I, II and III, Suspended, Starcross, Deadline, Gruds in Space, Hulk, Spiderman, Asylum, Dallas Quest, Wishbringer, Hollywood Hijinx, Rigel's Revenge.
Mischa Schweitzer, Assumburg 9, 1121 EA Landsmeer, Holland.

Knight Orc, Mindshadow, Bastow Manor, Dracula, Never Ending Story.
Jamie Gooding, 29 Ross Street, Surrey Hills, Victoria 3127, Australia.

Football Frenzy, Cricket Crazy, Mindshadow, The Quest For The Holy Grail, Se-kaa Of Ashiah (part 1), Never Ending Story, Kentilla, Zzzz, Time Tunnel, Castle Of Terror.
Peter J R Laws, 60 Standard Rd, Enfield, Middlesex, EN3 6DP.

Time Tunnel, Quest For The Golden Eggcup, Spiderman, Wolfman (all parts).
Kevin Moffat, 54 Parsonspool, Dunbar, East Lothian, EH42 1JN.

Quest For The Holy Grail, Witch's Cauldron, Quest For The Golden Eggcup, Hobbit, Lord Of The Rings (1&2), The Pawn, Guild Of Thieves, Ingrid's Back, Lancelot, ZZZZ, Rigel's Revenge, Pylgrim, Adventure Quest, Mystery Of Indus Valley, Three Musketeers, Adventureland, Wizard & The Princess, Pirate Adventure, Sorcerer Of Claymorgue Castle, Kayleth, Gnome Ranger, Mindshadow, Wizard of Akyrz, Mordon's Quest, Velnor's Lair, Imagination, Gremlins, Seabase Delta, The Hulk



No doubt you'll already have noticed the massive changes on this page: I've been doing a bit of spring cleaning. Arming myself with the (extremely rarely used) ZZAP! toilet brush I decided to sweep many of the older scores – some of them have remained unchanged for months.

So, puny amoeba-brains, now's your best ever chance of claiming Scorelord fame by sending in scores to any recent game. And for those who are either too young or senile to remember the address, here it is: *Scorelord, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB.*

And before I go, I must say hello to Dave and Andy Fitzpatrick on the Isle Of Man. For daring to call me weedy, I'm coming over to drink all your Domestos: so you'll have a smelly lavvy for evermore, just like mine. Just think yourselves lucky I didn't pull off one of your three legs!

ALIEN SYNDROME (Ace)
362,500 Bret 'Cool' Crossley, Rothwell, Leeds
259,500 Martin Lindsay, Geraldton, Australia
223,610 D Emmins, Stratford, London E15

APB (Tengen/Domark)
49,655 (Day 10) Lenny, Warley, West Midlands

(Amiga)
70,000 (Day 14) Jamie Aldron, Maselton, Swansea
60,200 Christian Madsen, Denmark
52,245 (Day 10) Marcus Taylor, Poole, Dorset

BARBARIAN II (Palace)
314,000 Paul 'Pablo' Blom, Nieuwegein, Holland
310,000 Lee Tanner, Basildon, Essex
298,970 Karl Green, Acklam, Cleveland

BATMAN: THE MOVIE (Ocean)
910,400 R Egan, Nuneaton, Warwickshire
758,050 Dean 'SJT' James, West Bromwich, W Mids
616,420 Gaspart Arnaud, Huldenberg, Belgium

(Amiga)
534,128 (Completed) Jamie Aldron, Manselton, Swansea
421,630 (Completed) Julio Riesco, Pensby, Merseyside
420,750 Keith McLeman, Fraserburgh, Grampian

BLOOD MONEY (Psygnosis) (Amiga)
319,300 (Completed – Again!) C Hall, Houghton-le-Spring, Tyne and Wear
150,650 Christian Madsen, Denmark
111,800 Stuart Wynne, ZZAP! Towers

BUBBLE BOBBLE (Firebird)
8,693,110 Phil Hutchinson, Heage, Derbyshire
8,692,430 Richard Pembridge, Wirral, Merseyside
8,670,790 Anthony Melarangi, Runcorn, Cheshire

BUGGY BOY (Elite)
149,930 Shane McElroy, Newry, N Ireland
149,640 Robert Pascoe, Truro, Cornwall
125,670 Daniel Moxey, Lowestoft, Suffolk

CHASE HQ (Ocean)
4,774,410 Rob H, ZZAP! Towers

CITADEL (Electric Dreams)
1,237,750 Mark Clements, Kettering, Northants
496,950 Mark Clements, Kettering, Northants
339,986 Chris McCallam, Broadstone, Dorset

CYBERNOID (Hewson)
276,400 Dean 'SJT' James, West Bromwich, W Mids
238,430 Donovan James, West Bromwich, West Midlands
135,875 Wayne Fowler, Basildon, Essex

DARK SIDE (Incentive)
6,130,726 Kuddly Bix, York, N Yorks
5,860,626 Colin Fulton, Ayr, Scotland
5,764,176 David Petyt, Wakefield, W Yorks

DENARIS (US Gold/Rainbow Arts)
1,205,814 (Completed) Stephen (BLASTER) Blidgeon, Wythenshawe, Manchester
851,030 Bret 'Cool' Crossley, Rothwell, Leeds
672,980 David 'Joe Bloggs' Fitzpatrick, Douglas, Isle Of Man

DOGS OF WAR (Elite) (Amiga)
249,500 (Completed) Raoul V Ooteghem, Roermond, Holland
157,150 (Completed) Guiseppe Lamers, Roermond, Holland
150,700 (7 missions) Steve Packer, Chelmsford, Essex

FIRST STRIKE (Elite) (Amiga)
163,000 P Alexander, Lincoln
73,300 Rob H, ZZAP! Towers

GEMINI WING (Virgin)
17,395,710 Anonymous, Anonyville

GRYZOR (Ocean)
4,568,500 Stuart Barfoot, Stilton, Cambs
3,003,000 Jukka Piira, Helsinki, Finland
2,802,200 Richard Lunn, Leeds, W Yorks

HARD DRIVIN' (Tengen/Domark)
30,280 (Time – 2:08) Rob H, ZZAP! Towers

HAWKEYE (Thalamus)
5,625,380 David McKenzie, Dennistoun, Glasgow
2,695,550 Zap Treeby, Brixham, Devon
2,520,800 Kyle Aminoge, Peterborough, Cambs

INTERNATIONAL KARATE + (System 3)
565,100 Martin Smith, Ashbrooke, Sunderland
543,300 John Farrow, Barrowford, Lancs
511,900 Katamati, Hounslow, Middlesex

(Amiga)
115,000 John de Vugt Roosendaal, Holland
95,700 Daniel Besser, Bletchley, Milton Keynes
62,900 Marcus Taylor, Poole, Dorset

KICK OFF (Anco) (Amiga)
England: 39pts, 1st – Karim Bouali, Tooting
Russia: 42pts, 1st – Stephen Kennett
W Germany: 29pts, 1st – Phil King, ZZAP! Towers

MORPHEUS (Rainbird)
3,672,130 Paul Woods, Wallasey, Merseyside
2,081,590 Lenny, Warley, West Midlands
1,321,485 Richard Pembridge, Wirral, Merseyside

NEW ZEALAND STORY (Ocean)
Completed (513,100) Nicky Paulin, Torrington, Devon
Completed (378,600) Dean 'SJT' James, West Bromwich, W Mids
Completed (362,700) Dave 'Joe Bloggs' Fitzpatrick, Douglas, Isle Of Man

(Amiga)
Level 5-3 (422,516) Ged Keaveney, Shelley, W Yorks
Level 5-3 (389,436) R Pembridge, Upton, Merseyside
Level 5-2 (466,912) Marcus Taylor, Poole, Dorset

NINJA WARRIORS (Virgin) (Amiga)
107,450 Roboninja Hogg, ZZAP! Towers

PHOBIA (Mirrorsoft)
258,000 (Completed) Peter Hills, Gravesend, Kent

245,750 Gaspart Arnaud, Huldenberg, Belgium
163,800 Neale Willis, Long Eaton, Notts

POPULOUS (Electronic Arts) (Amiga)
169,070 Steven Williams, Cwmbach, Mid Glam
161,950 Karl Hughes, Buckley, Clwyd
160,650 Ged Keaveney, Shelley, W Yorks

POWER DRIFT (Activision)
870,100 Anthony Squires, Ossett, W Yorks
822,020 Keith Mcleman, Fraserburgh, Grampian
790,540 Damian Harvey, Kingstanding, Birmingham

(Amiga)
1,112,912 Phil King, ZZAP! Towers
552,390 David Parkinson, Horbury, W Yorks

QUEDEX (Thalamus)
1010 Craig Archer, Victoria, Australia
999 Steve Pratt, Leighton Buzzard, Beds
949 Martin Huisent, Numansdorf, Holland

RENEGADE 3 (Imagine)
81,720 Philip Steventon, Weeping Cross, Staffs

RETROGRADE (Thalamus)
117,500 Rob H, ZZAP! Towers
88,250 Phil King, ZZAP! Towers

RICK DANGEROUS (Firebird)
257,300 (Completed) Casey Gallacher, Reading

ROBOCOP (Ocean) (Amiga)
353,350 (Completed) David Pocock, South Croydon
353,310 (Completed) Bret 'Ice' Crossley, Rothwell, Leeds
353,280 (Completed) Rob(ocop) H, ZZAP! Towers

(Amiga)
369,060 (Completed) Jamie Aldron, Manselton, Swansea
353,350 (Completed) Marcus Taylor, Poole, Dorset

R-TYPE (Electric Dreams) (Amiga)
248,300 (Completed) Lee Ellershaw, Blackpool
184,700 Marcus Taylor, Poole, Dorset
180,400 (Completed) Rob H, ZZAP! Towers

SALAMANDER (Imagine)
341,695 Simon 'Ace' Poots, Dromore, Co Down
255,100 Daren Burke, Romford, Essex
247,005 Gaspart Arnaud, Belgium

SAMURAI WARRIOR (Firebird)
3,850 Bret 'Cool' Crossley, Rothwell, Leeds
2,926 Karl Green, Acklam, Cleveland
1,827 Wayne Fowler, Basildon, Essex

SHINOBI (Virgin)
409,300 Dean 'SJT' James, West Bromwich, W Mids

SILKWORM (Virgin)
1,307,500 Stephen Blidgeon, Wythenshawe, Manchester
1,288,900 Christian Björkman, Nykarleby, Finland
1,072,600 Gaspart Arnaud, Belgium

STRIDER (Capcom) (Amiga)
124,900 Marcusw Taylor, Poole, Dorset
112,200 Andrew Poyiadgi, Upper Norwood, London
73,250 Rob H, ZZAP! Towers

TEST DRIVE 2 (Accolade) 235,300 (Completed) Mike Vine, Dagenham, Essex

(Amiga)
247,382 (Completed) Christer Sundin, Kungalv, Sweden
236,931 (Completed) TECH, Kristiansund, Norway
235,388 (Completed) Anon, London

TETRIS (Mirrorsoft)
131,029 J Tillotson, Halifax, W Yorks
92,539 Shane McElroy, Newry, N Ireland
78,986 Stuart Scattergood, Deeside, Clwyd

THING BOUNCES BACK (Gremlin Graphics)
8,875,496 Tim Smith, Nr. Nantwich, Cheshire
4,992,013 William Callaghan, Tipton, West Midlands
3,949,835 Casey Gallacher, Calcot, Reading

TURBO OUT RUN (US Gold)
16,310,000 Rob 'Road' Hogg, ZZAP! Towers

THE UNTOUCHABLES (Ocean)
76,125 Stuart Wynne, ZZAP! Towers

XENON II (Imageworks) (Amiga)
512,160 (Completed) Ged Keaveney, Shelley, W Yorks
286,500 (Completed) R Pembridge, Upton, Merseyside
170,470 Daniel Besser, Bletchley, Bucks

ZENJI (Firebird)
98,485 Stepehn Lunn, Terrington St John, Cambs
84,253 Lisa O'Halloran, Victoria, Australia
66,250 Mark Crossthwaite, Stockport, Cheshire

ZYNAPS (Hewson)
1,137,000 Aziz Twambley, Bramhall, Cheshire
1,093,200 Michael Collins, Castle Rea, Co Roscommo
1,071,525 Mark Clements, Kettering, Northants

MOST EMBARRASSING KICK OFF THRASHING OF THE MONTH
TGM equalled the ZZAP! record with Dom beating co-TGMer Richard Monteiro (ex-Future Magazines champ!) 12-1
(Richard is yet to win a match; apart from against a drunk Rob H which doesn't count!)

CoR Blimey!

THE BUDGET BIT!

COBRA
Hit Squad, £2.99 (Rerelease)

The unintentionally hilarious film got the game it deserved with this from Zach *Batman* Townsend. To minimize embarrassment we'll make this brief. You're Marion (Stallone) Cobretti and must rescue Ingrid (Brigitte Nielsen) Knutsen from the clutches of an evil gang.

There are three stages. The first is the City Scene where you must find Ingrid and escort her to your car. Needless to say the horizontally scrolling streets are filled with gang members ranging from motorbikers to axe-wielding madmen and machine gun-toting hoodlums. Your energy is shown by a decaying beef-burger (!) and lives by snake heads. Initially you have just your fists to fight with, but knives, machine guns and so on can be picked up. Of course contact with the baddies depletes energy, but so does touching civilians – like a man in an overcoat and a granny pushing a pram which explodes!

Backgrounds change for more of the same in the Rural and Factory scenes. The backgrounds are mediocre, the animation poor and jumping is exceptionally irritating as you have to do running jumps to clear the lowest objects. After the exploding prams the funniest bit is when the baddies are shot as they strangely turn purple then blue before disappearing! Back in 1987 ZZAP! gave *Cobra* 13%, it hasn't got any better since.

OVERALL 13%



THE GREAT ESCAPE
Hit Squad, £2.99 (Rerelease)

Well, you're certainly in a predicament now, that's for sure. After many a successful WW2 bomber mission over Germany, lady luck has abandoned you and now you've taken up 'residence' in a Nazi prison. Far from Blighty and with no likelihood of being set free for good behaviour it's time to escape!

The route to freedom is pretty complex involving avoiding the guards and exploring the Castle for useful objects. There's a handy tunnel leading around the castle, and every day Red Cross parcels appear to help you in the escape. Watch out for the Commandant and the vicious guard dogs – getting caught in restricted areas can mean a night in solitary for you.

This isometric 3-D game met with an 89% rating back in issue 27 when such arcade adventures were all the rage. Perhaps because there were so many this one was, in my opinion, underrated. The Colditz atmosphere is so perfectly recreated that I found it utterly compulsive when it first appeared. In the 90s the monochromatic graphics look a bit tired, but there's lots of detail and the formidable challenge is irresistible.

OVERALL 90%



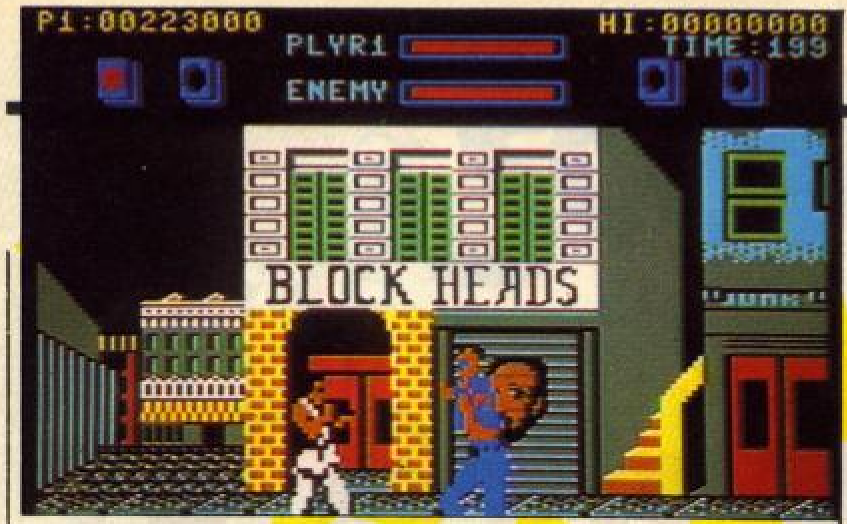
SHARK
Players Premier, £2.99

Contact has been lost with Atlantic Five, an undersea mining complex. Fire-Fish HQ has chosen you to pilot the super-secret Shark submarine into the depths, searching for the truth. It doesn't take long to discover the Snake Brothers, with plenty of friends, have invaded the base. You must drive them out, by first destroying three reactors. Then, on the next level, you must find the entrance to the Snake Bros' lair to trigger the automated final attack sequence.

Your sub's main armament is an extremely wimpy laser, but by pressing fire and pulling down you can scroll through a range of much more powerful, if limited weapons. These include a chain of bouncing balls, homing missiles and many more besides. Obviously the sub owes much to the *Cybernoid* design, and the two games share other similarities, from flick-screen scrolling to the design of some baddies. But whereas the screens in *Cybernoid* required quick thinking as well as fast reactions, *Shark* is simply a maze-game with lots and lots of baddies to shoot. There's no sensation of being underwater, and while on the whole it's attractively presented this is ultimately disappointing.

OVERALL 48%





STREET FIGHTER
Kixx, £2.99 (Rerelease)

This Capcom conversion was the subject of one of those infamous ZZAP! cock-ups when it was reviewed in Issue 40. The reviewers didn't realise that *Street Fighter* actually comprises two versions of the game: the British and US.

Although different in appearance and play, both versions involve fighting opponents in various international settings. As oriental karate expert, Ryu, you start your world trip in Japan where two opponents must be defeated before flying off to the next of the five locations. Alternatively, you can fight a 'friend' in two-player mode.

Bouts consist of three rounds which can be won either by reducing the opponent's energy bar to zero, or having the most energy when time runs out.

If you think that getting two different versions is amazing value for money, forget it. Even at the new budget price *Street Fighter* isn't really worth it. The British version features incredibly blocky graphics and very unresponsive controls. Although the American game is better presented with smaller, more detailed sprites, it too suffers from poor responsiveness. And on both versions it's too easy to win by using the same move over and over again.

The only consolation is the fun two player mode. Otherwise this is a poor conversion of the coin-op – there are far better beat-'em-ups already out on budget.

OVERALL 47%

MEGANOVA: THE WEAPON
Alternative Software, £2.99

It's dodgy Spanish translation time again with the inlay for this Dinamic game. Apparently Philipus Sunset has nicked the Sprocket System from the Drowhar empire and, for reasons which are entirely unclear, he must enter the caves of Otnirebal! Needless to say, numerous Drowhar gigaships are in hot pursuit.

The game is presented by a FX Triple Load, which is unsurprisingly claimed to have three loads. Yet once the game has loaded there's no more room on the tape, and side two is the same as side one. Strange, although to be honest only a masochist would want more of this.

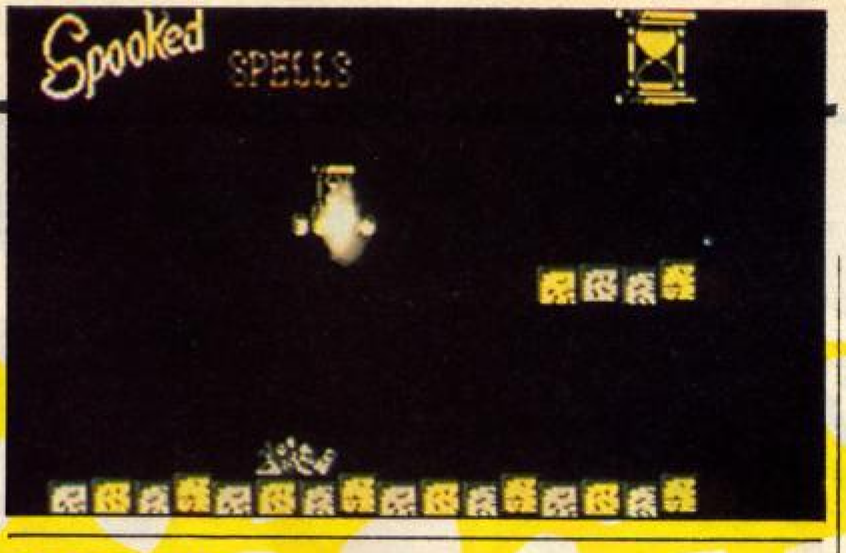
The game begins with your ship at the centre of a rightward scrolling screen. Pressing fire sends out an impressive stream of rather large, squarish bullets which seem capable of dealing with anything. What's more, additional weapons can be picked up as well as a speed-up and extra lives. The graphics are a bit crude, especially the bullets, but they and the sound effects are all quite serviceable.

The problem lies with the enemy ships which come on in great numbers, all very fast, often from behind your ship and then move in the most unpredictable ways. Too often fast reactions simply aren't good enough: moving out of the way of one ship often puts you right in front of a ship zooming in from the top of the screen. As a consequence the only way to succeed is to painstakingly plan your progress, watching what happens and deciding what route to follow. Then you must follow the exact same route each time you to play, until you come to a new area requiring new tactics.

If you're a shoot-'em-up fanatic this may well be of some interest, but for most sane people this is an instructive lesson on how well most other, apparently simple shoot-'em-ups are programmed.

OVERALL 32%





SPOOKED
Players Premier, £2.99

After movie ghostbusters, and the 'real' cartoon series, make way for Gerard's Ghost-catching services. You're Gerard and you've just got a call from 255 Pine Road. After switching on the answerphone it's off to the scene of the haunting for some spooky arcade-adventuring.

As it turns out, 255 Pine Road is not in the nicest of neighbourhoods. Within a stone's throw are the remains of a burnt-down chemical plant, Alcatraz prison and an Indian burial ground now used by the Hit-Kixx-Clan Squad devil worshippers (who presumably sacrifice budget games by Ocean and US Gold).

Once inside the house you find the decor, and size (384 rooms) to be typical of flick-screen Spectrum arcade adventures. Of course, there's plenty of ghosts and skeletons bouncing around – contact with them briefly knocks you out, draining time from an egg-timer at the top of the screen.

To fight back you should collect two worms and take them to the purple cauldron: a swift bit of potion-brewing will give you a lightning spell to zap the blighters with. Other ingredients will give you more powerful spells. But your ultimate objective is to collect beetles, maggots, and butterflies to put in special cauldrons for letter spells. When you've got enough you can enter a marble doorway and confront a 'spooky old man' who'll play hangman with you.

Spooked has another novel touch, in that every four minutes you lose a life unless you top up the time limit by touching one of the egg-timer icons scattered through the game. But an apparently endless continue-play option obviously reduces the difficulty level.

While visually and sonically very much a Spectrum game, the sprites all have a certain charm and there's plenty of novel touches. Worth considering, in short, if you like mapping games.

OVERALL 67%

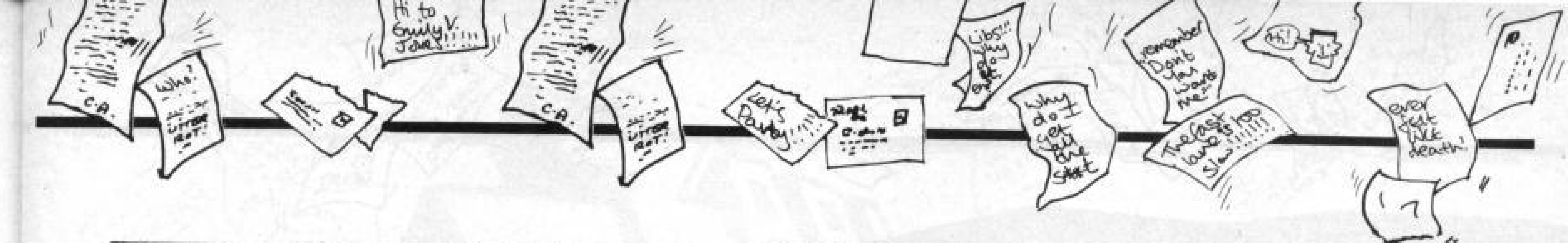
SPITFIRE 40
Alternative, £2.99 (Rerelease)

A pretty sophisticated simulator for its time *Spitfire 40* can't really compete with the more recent MicroProse games – even *Strike Force Harrier* has quite a bit more depth about it. Takeoffs and landings are possible, as is dogfighting (with a map to guide you during interceptions), but that's about it.

Nevertheless it's still good fun blasting the Luftwaffe out of the air even if there is just the one type of plane to bag. Other than a good looking cockpit display, it's all pretty basic stuff with enemy planes lacking detail, little in the way of ground objects to see and a frame update which hasn't aged at all well. For those of you wanting a very easy simulation to get into, with few of today's frills it's good enough cannon fodder.

OVERALL 58%





LIES, DAMNED LIES, AND STATISTICS

Hello Lloyd,
That Australian gadgi's letter in ish 56 gave me a swell idea! So here are the '1989 ZZAP C64/Amiga software house awards', folks!!!

Commodore 64 Chart

1.	Mirrorsoft/Imageworks	90%
2.	System 3	86%
3.	Virgin	84%
4.	Microprose	83%
5.	Electric Dreams	82%
6.	Ocean	77%
7.	Hewson	77%
8.	US Gold	71%
9.	Electronic Arts	69%
10.	Accolade	69%

Amiga Chart

1.	Electric Dreams	91%
2.	Mirrorsoft/Imageworks	90%
3.	Exxos	89%
4.	Electronic Arts	88%
5.	Ocean	87%
6.	Infogrames	82%
7.	Hewson	81%
8.	Melbourne House	78%
9.	Accolade	76%
10.	Microprose	74%

Crappest Software Houses

64:	Microillusions	30%
Amiga:	Again Again	43%

All marks are average marks from Issues 45-56. By the way does any one at ZZAP! read Viz? Because I think it's cool and humungous. Long live Roger Mellie, the man on the telly,
Dave Evans, Holyhead LL65 2PN

Dear Lloyd,
Sorry if this is what you'd call 'a bit late', but those things called GCSE Mock Exams have come to haunt me. In the last Rrap! (December 1989) you said you'd like a percentage competition between software houses to put in a future Rrap, where you work out the average ZZAP! Review percentage for each software house during 1989 (up to the December issue).

Unfortunately, Lloyd, this wouldn't be terribly accurate. Say a software house only released one game all year, and that game got, for argument's sake, 91%. That software house, using averages, is going to get an immediate advantage over a house like Ocean, who make many brilliant games, but are prone to the odd mistake now and then (*WEC Le Mans* ring a bell?). This would be unfair, and as I looked at my pieces of paper with the percentages I had collected on them, I could see it *was* going to happen.

So what did I do, then? Well, I simply added up each house's percentages for the year to get a score. (The highest score, stating the totally obvious, wins). I can't think of a better way, though knowing my luck somebody else will.

Before I begin, can I just say I didn't find the time to do an Adventure, Strategy, or Amiga Chart? Also, the *distributing* software house gets the points credit on each occasion (ie if I came across a review for Accolade/Electronic Arts, Electronic Arts get the points. Epyx/US Gold, same applies). Shall I begin? OK, then, in Miss World Order (well, maybe not!):

	House	Points	share in points
1.	Ocean	1,020	10.97%
2.	US Gold	882	9.49%
3.	Electronic Arts	831	8.94%
4.	Encore	662	7.12%
5.	Firebird	530	5.7%
6.	Mastertronic	508	5.46%
7.	Gremlin	503	5.41%
8.	Activision	501	5.39%
9.	Hit Squad	490	5.27%
10.	Domark	450	4.84%
11.	Rack-it	425	4.57%
12.	Zeppelin	343	3.69%
13.	Ricochet	332	3.57%
14.	Kixx	307	3.3%
15.	Codemasters	298	3.2%
16.	Imageworks	265	2.85%
17.	System 3	259	2.79%
	Grandslam	259	2.79%
19.	Virgin	225	2.42%
20.	Melbourne House	202	2.17%

By the way, Lloyd, this is the second time I've done this! (I did one last year). I just thought I'd rub it in a bit, there. Sorry if this letter is a bit boring, but do you seriously expect me to write anything world-shattering about what I've done?

I could say this: whoever wound Jamie Walker up about that 'prize draw' and pretended to be Phil King deserves a kick up the backside. Hasn't anybody told the person that stupid phone calls are really juvenile, and ruddy illegal when the person pretends to be someone he's not? That is, of course, unless it was Phil! I have my suspicions . . . Also, don't ban the back-up cartridge!
Arthur Pewty, Benfleet Essex.

Dear Lloyd How are you? I've been reading ZZAP! since issue 16 (Green Hat etc). The current team seem to have brought back the right blend of humour and sensible views that were prevelant during Gary Penn days. In my opinion, the Gordo-Kati days were far too extreme in the humour department. Please keep up the good work!

I'm afraid that I have to disagree with Brett Gaborit (issue 56, page 31) over demo/audio tapes. I feel that most people would prefer demos, and not just (solely) audio tapes. However, one side of the tape could justifiably be used for an audio demo.

Here is a chart for the best companies (on the 64). In order for them to qualify they must have produced at least 3 games during 1989. I have drawn the data from those ZZAP!s with cover dates in 1989 (ie Issues 45-56). They are ranked in terms of average percentage. The results:

1.	System 3	86.33%
2.	Ocean	84.36%
3.	Electric Dreams	84.33%
4.	Kixx	76.75%
5.	Virgin	74.66%
6.	Electronic Arts	70.33%
7.	Hit Squad	70.00%
8.	Accolade	68.57%
9.	Rack It	67.28%
10.	Mastertronic	66.77%

So it's congratulations to System 3, although honourable mentions go to Ocean and Electric Dreams who were right at the top until Issue 56 when System 3 pipped them both at the post.

I would also like to appeal to software houses to bring out more horse racing games. There are only three that I know of, one of which only seems to be available through mail order, another which only seems to be out on the Spectrum, and the third is a bog-standard betting game. If any soft companies are stuck for a game design, please contact me. Also, why does no-one ever listen to such classic groups as T Rex, ELO, Sweet . . . Oh no what are you doing with that gun?!? BANG Arrrgh (dies)
Gordon White, Sedgebrook NG32 2EX
PS. How about giving the Challenge and Readers' Charts another lease of life?

The Readers' Charts have been relaunched this very issue, and the Challenge may well appear next ish! Thanks for your charts, Gordon, Dave, and Arthur. I'm sure each ratings system has its advantages and disadvantages, so to avoid any further argument the official ZZAP! 'top software house' (plus a whole host of other awards on both 64 and Amiga) will be decided by you, the readers, in our 1989 Readers' Awards. The voting forms are somewhere in this issue; so don't miss the boat, give us your vote!
LM



XMAS (NOT VERY) SPECIAL

Dear Lloyd,

After reading Issue 56, the Christmas Special I must say that I was generally disappointed. This was because:

1. The amount of pages. You said that ZZAP! would be printing fewer pages because of the summer slump. It is now winter and yet printing at least 90 pages has become a thing of the past, the last time was issue 49.

2. I expected the Christmas Special to be the quality of issue 44: a cassette on the cover and pages of pages of reviews that went well over the 200 page mark. Instead, all I got was 25p more of nothing out of the ordinary. Okay, if I remember correctly, issue 44 was a bit more expensive but no one complained. And it was worth it. C'mon ZZAP!, I don't call this Christmas spirit.

Enough of that now. Here are some interesting matters.

I think it would be a good idea if software companies who produce good music for their games got the music recorded on the other side. This would be great because then you'd be able to bop along with the music in your PS (personal stereo) without having to load the game, time and time again. In this respect, is it then illegal to record music of the computer games on to a tape? If this is so I think my idea could catch on.

Praise for FEAR: I think that this is one of the best magazines Newsfield have produced on a long while. At £1.50 it is worth the price – unlike another Newsfield mag at the same price I could mention (grumble, grumble).

Question: Is *Pitstop II* still the best racing game on the 64? With games like *Turbo Out Run, Chase HQ, Hard Drivin'* and others out now I don't think so.

Not a bad year, eh Lloyd?

I Anyal, Chorlton, M16 0BP.

PS. Tell Dr Frey that the ZZAP! T-shirt is boring. Why not let Oli Frey (any relation?) do the ultimate shirt? With posters like *Retrograde* and *Snare* for Thalamus I'm sure the majority shall not be disappointed.

I hope it goes without saying that if there was a way to drop another hundred pages or so into the mag we'd all be for it. Quite simply there's a great many more magazines around nowadays, all chasing a not greatly enlarged amount of advertising, and readers. We're sorry the Xmas issue wasn't bigger, but the last one incurred substantial costs, with huge amounts of overtime for the production side of Newsfield.

Nevertheless, despite our own disappointment in the size of the mag, it's generally felt here it was one of the best presented (thanks to Markie and Mel in the Art Department) with near flawless film planning (mysterious production activity by Matthew, Robert, The Rev, Tim, and Jenny). Size isn't everything you know! And we managed to get a lot of hot new games in before the competition, too.

As for taping music off games, I suspect it is illegal since I'm sure the software houses have copyrighted that just as much as the game programming. I doubt they'd be that concerned about it for personal use however. And I'm not sure even a Maniacs Of Noise soundtrack would be worth replacing the second recording of a game on side B. With badly aligned, rarely cleaned datasettes in common usage two different recordings of the game is a good idea.

On the subject of FEAR I would have to agree with you about how good it is (if only because the Ed does some book reviews there). But it's £1.95 now, albeit with some extra pages to take it up to 84 pages – which is the same as ZZAP!.

Changing the subject again, if you'd read your Xmas ZZAP! carefully you would have noticed everyone raving over Turbo Out Run. It really is a quite spectacular game and definitely the best racing game ever. Stunt Car Racer *is a close contender though, but to be honest it's quite a different sort of game with a bigger long-term challenge.* Power Drift *is pretty good as well, but obviously for two-player games* Pitstop II *remains top. And as with all two-player games the extra competitiveness does add a lot to gameplay, so I'd say it's one of the best race games you can get. Not that far behind* Turbo *if you've got a friend to thrash.*

And finally, several of Oli's great ZZAP! covers have been turned into T-shirts which are still available from the ZZUPERSTORE.

MISSING BUTTON

Dear Lloyd,

A year and a half ago, I lost contact with a friend, Mark Button. We lived in Kempsey, near Worcester, and both moved away at round about the same time (the September before last). I think he moved somewhere up North (no intentional comment on the North/South divide), but I don't know his address, and I don't think he knows mine. He certainly originally came from Lancashire. I was wondering if you could print this letter, so he could contact me. He too used to read ZZAP! so he probably still does, and could well see it. Please print it, as I would like to make contact again, and he's still got a few of my games he 'borrowed'. Please? I could do with a bit of fresh inspiration in my life.

Matthew Lancey, 33 Upper Ferry Lane, Callow End, Worcs. WR2 4TL.

Calling Mark Button . . . are you out there? Or does any one else know where he is?

LM

YOU MUST BE JOKING

Dear Lloyd,

I hope you can help me with the following: When I was looking through my ZZAP!s, I found in Issue 36 (April 1988) on page 112 an article about the 'Amazing Amiga Emulator' (fabricated by Blue Tec). This thing, plugged into the User-port of the C64, provides 512K Ram, animation, graphics, sound, and control of the Amiga. The package cost £189.

Here are my questions:

1) Is it worth buying instead of a real Amiga?

2) You said you would review it . . .

Yours,

A desperate computer freak,

Johnny L, Antwerp, Belgium.

Ehhh, I'm afraid it was a cruel practical joke perpetrated by the then editor, Julian Rignall, now editing C&VG.

LM

NOTHING REALLY

Dear Lloyd,

A few issues ago someone wrote to you attempting to break the world's shortest letter by writing just one exclamation mark. I will now attempt to break this record by writing an even shorter letter so here goes! Oh yeah say hello to my brothers Jit, Bal, Hit and Sut!

Dear Lloyd,

K Mistry, Ashton, Lancs.

I'm afraid Mr Mistry your letter is both a failure in terms of length, topicality, and pretty much everything else. But with such bizarrely named brothers I had to print it. And what's your first name, *anyway?*

LM

It's great to see the Rrap up to its rightful quota of pages, and even better, the standard of letters has improved as well – keep it up! Send your views to *Lloyd Mangram, ZZAP! Rrap, PO Box 10, Ludlow, Shropshire SY8 1DB,* and if they're good I promise not to burn them (well at least not until I've read them!).



ZZAP! RRAP

Merry Christmas everybody! I know it's a bit late, but I must thank everyone who (eventually) sent me Xmas cards – Grandma and I would've frozen to death without something to put on the fire!

Onto this month's Rrap, and at last we've got some good serious letters, plus a few obligatory silly ones. Just the thing to keep me warm on these cold winter nights!

STICKING TO 64

Dear Lloyd,

I'd like to start this letter on a dismal fact of life where I live (Israel). For all you people complaining about the price of an Amiga, let me tell you that an A500 colour monitor costs 3000NS (slightly less than 1000 quid). Games for the Amiga cost around 60 quid, with 64 games about half of that. Many of my friends who own 64s or 128s would have Amigas if they cost less – which brings me to my main issue:

The few people I know who bought Amigas did so because of the better sound, graphics and speed. These rich people will probably buy any new computer which comes out, for even now the Amiga is ageing (it's been around a few years, and in the computer industry, that's a lot). The rate of ageing is steadily increasing, as new computers are coming out at faster speeds. For exactly this reason I'm staying with my good (old) 128. Any new computer I buy will soon age, and in any case few people can keep up with the market's speed.

I've done some extra research and came up with many more reasons to stick with my 128 – the 64K video Ram standard on the 128D (and which can be installed on a 128) allows 640x200 resolution in mono and 640x196 in colour. A new program claims to allow 128 colours on a 640x200 screen, but this I haven't seen yet (it got excellent reviews in the USA, though). The 128 can operate at 2MHz and has functions similar to Amiga multi-tasking – the drive can whir independently from the CPU as well as certain graphic and sound functions. The basic 128K memory can be upgraded to 640 at a fair price and GEOS is compatible with this. As you see, a 128 can be powerful, much more than it seems. A few software houses are devoted to the 128 – of note is Free Spirit Software (FSSL in the UK) who created *Spectrum 128*, the 128 colour art program.

I look down at graphic/sound/speed hungry fanatics who for these reasons upgraded to Amigas (I'm not blaming *all* Amiga owners, but from most of the ones I've seen and heard of, the power hungry group is massive). I'm sure most of us would upgrade if we could, but frankly, the price difference is enormous. Outward appearance does not make a computer good – but even there, I've had 16-bit owners gasp at some of my 64 and 128 graphics (one of which is troublesome – Katakis, because of the legal crisis around it, but that's only chance) I have yet to see a 16-bit computer start a shoot-'em-up better than *Katakis*, where the twin beams of light collide. And, of course – the playability factor, much talked about. My opinion is that there is the same amount of junk games on the 64/128 and on the Amiga – proportionately to the total amount of games on that computer. I hate to say it, but many Amiga owners buy their computers mainly to brag to their friends (I also know an ST owner who can't keep his mouth shut – idiot!).

I for one will stay with my 128, it has great graphics, is easy to use and overall an excellent computer. Sure, I'd love an Amiga, but realistically (especially with Israeli taxes) I won't buy one. Comparing price to value, I'll stick with my 128 any day.

Alon Zakai, Israel.

PS. I thought of complimenting you on a great magazine at the beginning of my letter, but I thought it would be more original to say it in the end, so: COMPLIMENTS ON A GREAT MAGAZINE.

A very nicely made case, Mr Zakai. And while no-one can have a better appreciation of the Amiga than us reviewers, the price of both hardware and software even in the UK is quite extraordinary. £25 for an arcade game which you might get bored of in a week or so is terrible. Very, very few games really justify the Amiga's cost so you can be sure we'll be sticking with the C64 for as long as there's software for it, which should be quite a few years yet I'm glad to say.

LM

UNADVENTUROUS SOFTWARE?

Dear Lloyd

As a dedicated adventurer I felt I had to write in and comment on the ever dwindling popularity of RPG and adventure games. Misread me not, I love a good blast up, kick in, or 100m sprint as much as the next man (or woman), but I am really in my element when staying up till the small hours trying to solve a complicated adventure problem, or destroy a particularly nasty foe in some middle earth region.

I can remember the days when adventure sections were the longest and most popular in computer magazines (particularly.. uhm ... that other mag). Now it seems that three pages of reviews and tips are all we are destined to receive. Whenever ZZAP! reaches my doorstep I turn immediately to the adventure section (currently Norman Nutz) and I have to say I am usually satisfied. This issue (57) was incredibly disappointing, though, with only one review and a map and solution of a rather old and obscure game. I know your answer to this will be that it is not your fault and that you can only review what is sent to you, and I accept this. But then who can we blame? Certainly not the software houses, because they earn more from a decent arcade game than a RPG or adventure, and those that do make adventures do a good enough job to satisfy.

It seems then, that the gamesplaying youth of today is to blame. Well, that's a bit too strong, especially since I am part of the gamesplaying youth of today, and must admit that arcade games take more of my money than adventures. This, though, brings us back to the fact that there is not enough decent adventure software around. Nowadays, gamesters can not, or simply will not dedicate the hours needed for a taxing puzzling game. Instead they plump for short and zappy (ha, ha!) games that last ten minutes at the longest. I am not saying there is anything wrong with this, but is a shame, because games of the adventure genre can be lots of fun, as well as educational. Oh well, that's enough philosophy for one day, see you around!

Gregory Cauthorn, Letchworth SG6 3UG.

A very well argued letter, Gregory. But while text-only adventures certainly do seem to be fast disappearing, the immense memory of the Amiga seems to have stimulated a host of new games which combine superb graphics with real depth. Norman Nutz certainly has plenty to drool over this month with Drakkhen *and* Future Wars. *But C64 owners need not despair either,* Dragon Wars *is no less a 'state-of-the-art' product and pushes the C64 into exciting new territory. And then, of course, there's the amazing* Space Rogue. *Hopefully all our other readers will be as ready as yourself to read about these ground-breaking games.*

LM

ZZAP! RRAP



A MANIAC WRITES

Dear Robin, Stu, Phil,
It was a great pleasure for us to read ZZAP! 56, especially the reviews from *Turbo Out Run*, *Myth*, and Amiga *Stormlord* for which we'd done the music and sound effects.

Thanks for giving our first major Amiga release such a high rating (94%). Also thanks for giving *Turbo Out Run* 96%, but how could you give 90% to *Myth*. It's nowhere near our best stuff (except for maybe the sound effects). It even got a higher rating than *Eliminator* and *Gaplus*.

I'm not saying I'm not happy about it, but was it worth the full 90%? or was it just because of the game getting high points? Isn't it possible for you to give music and sound effects the ratings they deserve, and not just an average of the other ratings like presentation, graphics etc. Sometimes we work like hell to make a tune really good, and after two months we read the reviews. Bet if the game is crap, that you'll slag the music or effects to the ground??

Is it possible for one of you to explain to me how you actually give points to music and effects, so we can do the tunes the way you (and so will the English kids) like the tunes and effects??
Charles Deenen, Maniacs Of Noise, Holland.

We're glad you like ZZAP!, Charles, because as you can tell from our marks we've got a great deal of respect for your work. The intro soundtracks for* Turbo Out Run *were unbelievable.

On the subject of the 'overall' mark affecting the sound rating it shouldn't, and it is perfectly possible for an otherwise terrible game to get a very high sound rating. However, the sound rating doesn't only include music. On the subject of* Myth *the music might not have been comparable to* Turbo Out Run's, *but the effects were excellent. The 'clang' of the sword hitting home was superb, and we felt this significantly helped to improve the already top-notch atmosphere of the game. In our opinion in-game effects which serve the game are just as important as any introductory music.

I hope that answers some of your questions. For the future we plan a music feature, and obviously we'd like to talk to Maniacs Of Noise about their work since you're obviously some of the leading FX wizards cum musicians in the business!
LM

INDEX-LINKED QUESTIONS

Dear Lloyd,
Being a fairly new owner of a Commodore C64 (it was, really bought for the boys, last Christmas), I am still learning what you can do and buy for computers, especially software games. The problem I have is which games to buy and which to give a miss. Our local Woolies only gets two or three different 'Cor Blimey' ones, say every two months! After buying various magazines, I quickly came to the conclusion that ZZAP! was in a class of its own and I have been buying it ever since.

So I have a favour to ask ZZAP! to help us newcomers. Could you one month give us a printout of all the games you have reviewed in the past, just stating in alphabetical order. eg:

Name	**Company**	**C64**	**Amiga**
Continental Circus	Virgin	74%	73%

And maybe a list of the games reviewed each year, could also be done.

This would make an ideal pullout and a tremendous reference when you go into a shop and see tapes or disks you never have heard of before. A quick glance at the list would soon tell you which to buy.

If you do this, I'll admit that I was one of those 'fogies' who bought *Kane*! After all you did it one month for Pokes, so how about doing it for the games themselves.
Charles D Tritschler, Isle of Bute, PH20 0PW

Flattery will get you anywhere, sir. Especially if you've a good idea too. The brave Mr King has promised to begin toiling on such a project very soon!
LM

NOT-SO-HOTLINE

Dear Lloyd,
Just the one complaint!

How about getting your act together and get your phone-in comp line to coincide with the date ZZAP! arrives in the shops. I am debating whether to send to our telephone bill as I have tried 15-18 times to enter 'Da Great Compunet Giveaway Competition' without success. All I hear is what those incredible people at US Gold are giving away, which I already know as I have entered their competition as well. Also you can't even get the closing date of the competition right.

So come on if you want entrants for your competitions, how about a question.

It would help to know what date the phone-in comp line changes.
Lisa Hadcock, Manchester M31 4JU.
PS. I'd like to say hello the Stephanie Johnson who thought she was the only female reader.

Point taken, and heartfelt apologies. The 0898 numbers have been in a bit of mess recently. Tight editorial deadlines and the length of time needed by Chatterbox to turn a script into a tape recording, plus sheer lack of communication have caused the problem. Consequently the lines have been on hold for the last few issues while we reconsider the whole concept. As a result there have been no 0898 competitions recently. If anyone out there has any other views on the 0898 numbers, whether it's worth restarting them with much better co-ordination between them and magazine publication dates for instance, please write in.
LM

2 MEG, OR NOT 2 MEG

Dear Lloyd,
As ever, the magazine is brilliant and you continue to keep up this high standard. However, down to business. This letter contains only a few questions and (sadly) a moan and I have kept it brief because I know Rrap space is precious. Anyway, on with the questions.
1. Do you consider the 2 megabyte RAM upgrade to be good value for the price? I am contemplating buying it, although the cost of £400 seems a bit steep considering the Amiga itself was this much. The 1 meg is tempting as it is now selling for £99 or less, but I am not sure if this would now be a waste of money because it is out dated. How long will it be before (if) a company produces the first 2 meg game and do you think the price will decrease very soon in the future?
2. I think the new £4.99 price tag for Amiga budget titles is excellent. Okay, I know most of them are old games and received only lukewarm receptions first time round, but it's a start. Besides, I'd rather buy *Little Computer People* at £4.99 for Amiga disk instead of £3 cheaper for Commodore 64 cassette, wouldn't you? I'm not saying the C64 version is naff, as I owned this version myself, but I feel conned if I was still a 64 owner and knew that Amiga owners could purchase some of their software for just a little more. As you have said before, though, no matter what happens, the buyer does not lose out!
3. Whatever happened to Robin Hogg's Strategy Section? When the 5-page special was printed in ZZAP! 51, I was pleasantly surprised. Issues 52 and 53 also contained wargames reviews and I was assured, on your advice, the the section would last years. However, like the 3rd Reich, it was not to be. After ZZAP! 53, supplies ran out and after a court martial, Hogg was deported to the Tips Section, which he runs very well. Is there a chance that the section may be restored to its former glory?

Other then this, though, the mag is fine and I hope the standard never falters.
Stuart Hardy, Sheffield S31 8LZ.

Thanks for your compliments, Stuart. To answer your questions, we know of no company developing games for two megabyte Amigas. As it is there are just a handful of games which run only on one meg Amigas. Many, many more games are intended purely for the 512k Amiga and completely fail to take advantage of one meg machines by keeping in memory extra levels and so on.

As for the fate of Robin Hogg, he is vigorously contesting his court martial and hopes to return to active military service in the very near future. Hopefully the next issue.
LM

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COMPACT COMPILATIONS

CD ROM has long been one of the most exciting 'technical revolutions' just waiting for prices to drop low enough. But while the ST's CD ROM unit remains locked in the Atari labs and the Amiga's seems but a myth, the C64 has already got two CD disks on the market! STUART WYNNE investigates.

The appeal of CDs is easy to see – complete immunity from magnetic corruption and a theoretical storage capacity of around 550 megabytes (8,800 times 64K!) are just some of advantages. One of the most exciting CD ROM projects was mentioned in Issue 57, namely Interplay's PC *Battle Chess* which is drawing on the practically unlimited storage capacity to produce a Disney-style animated epic. And this is the side of CD ROM which usually gets most attention – rapid loading of large amounts of data for some spectacular sequences. The PC Engine console has quite a few CD ROM games now, distinguished by great intro sequences, brilliant music and inter-level scenes.

But there's another side to CD ROM. 550 megabytes is more than likely enough space to include practically every C64 game ever written. Unfortunately to access this vast potential special hardware is required, allowing such things as 'cyclic redundancy checks' to be made. Custom built CD ROM units, such as the PC Engine's, do have these circuits but your Amstrad hi-fi won't. As a consequence the storage capacity is much lower – CodeMasters' 30 games, recorded twice, take up to 60 minutes of a 70 minute disk. The total amount of data of that package is approximately eight megabytes; still a vast amount for a C64.

Another problem is that as yet no-one has come up with a means of slaving a normal CD to your computer so, as with a datasette, the C64 can automatically load in the tracks required. Only the most lazy would object to having to press the required track number on the CD for large chunks of code – such as a complete sub-game – but it might become irksome if a programmer wanted to do a CD specific game loading in lots of screens quite frequently, ie an adventure.

On the more positive side, the high quality of CD recordings allows for such tight compression it's impossible for it to be pirated onto a normal tape. So after all the industry claims that piracy forces higher prices, the totally piracy-proof CD allows them a chance to prove it with ultra-low prices!

Nevertheless CD remains an experimental medium, so it's unsurprising that the debut releases are compilations of games previously released on tape. First out of the labs was the Rainbow Arts *CD Edition.*

ENTERTAINMENT AT THE SPEED OF LIGHT?

Rainbow Arts have had their CD system in development for well over a year, and a German edition has been on sale on the Continent for some time. The heart of the system is the interface which plugs into the C64's cassette port. A socket at the rear of the plug accepts a normal hi-fi phono lead, the other end of which plugs into your CD's standard phono output.

Once set up you type in LOAD on your C64, press RETURN, then play track one on the CD. Following a flashing screen and the Rainbow Arts logo, the game selection menu appears. Select one and you're then told which track to play. It loads in at a fairly rapid rate – about a minute. If you get tired of the game you have to reset the computer and reload the menu.

The games are a fairly good collection of golden oldies and are all recorded twice, with one version as a slower, safer back-up. Some of the games are multi-load – once you complete a level you'll get a prompt for which track to load next. All the tracks have special headers to allow them to be loaded in from CD. Needless to say Rainbow Arts headers are completely incompatible with CodeMasters headers . . .

THE ACTION STARTS HERE?

After massive success in churning out budget games of minimal programming innovation, David Darling now claims; 'We are getting into state-of-the-art development which is obviously where our talents lie'. Industry cynics may bite back a sly comment at this, but their CD system is the most ambitious and its effectiveness seems to have taken even them by surprise.

The most surprising element of the system is the interface – it's exactly the same for the Spectrum, Amstrad CPC, and C64. It consists of a cable with a joystick plug at one end and a 3.5mm headphone jack at the other (a converter is thoughtfully supplied for the larger headphone socket type). The clever electronics are contained in the slightly bulky joystick plug, and it's beautifully simple to connect up.

The only disadvantage is that this exotic interface requires a special program to be loaded in from cassette. Thankfully it's a rapid loader and is devoid of a menu; once loaded you simply play the desired CD track. And if you get sick of it, press RESTORE on your C64 and the computer's instantly ready for the next game. No reloading the menu lark.

Once a game is loaded the joystick lead can be pulled out, so you can use a joystick. If you leave the lead in, with the CD still playing, the signals will cause some erratic 'joystick' movements. It's a minor glitch which CM plan to take advantage of with 'hint tracks'. These will use the signals to move the BMX bike, or whatever,





through the game – showing just how to do it!

Another CM advantage is the test option: you first turn the CD volume down to zero, then as track one plays, slowly increase it until the screen turns from green to red. Once this has happened everything should work fine.

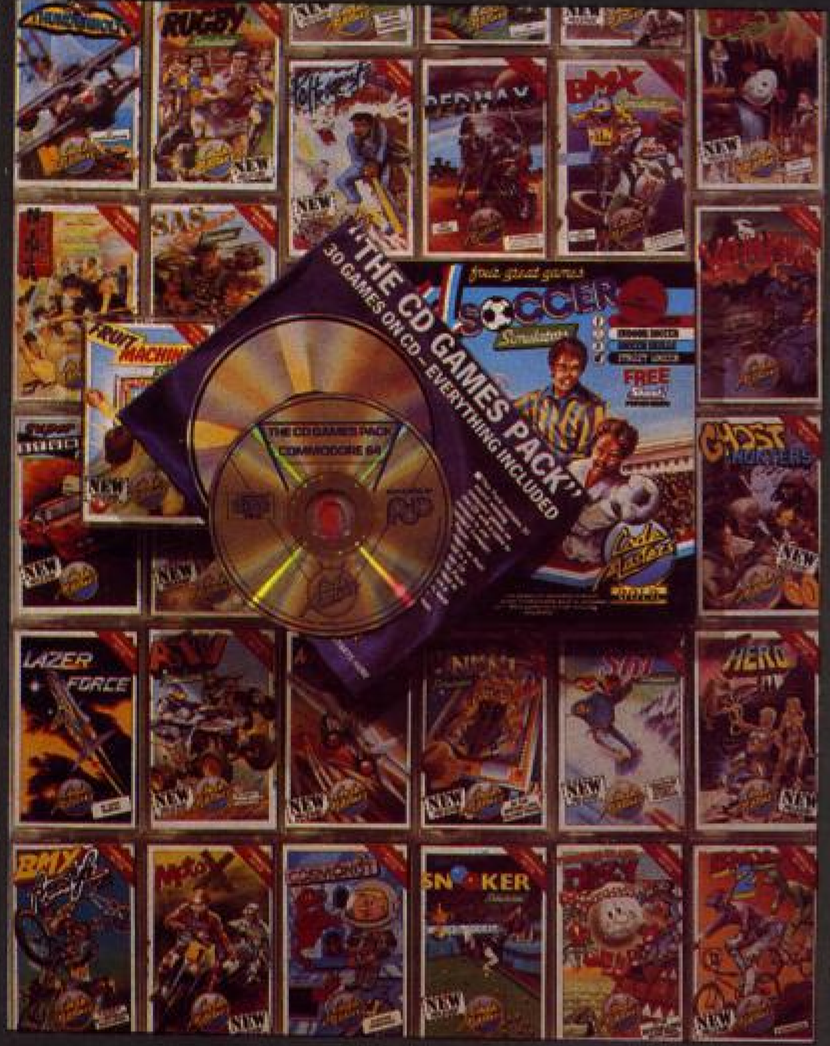
Ironically, for such a strong anti-piracy system, all the games included on the CD were hacked into and reprogrammed using a specially written version of the Expert cartridge. Unfortunately technical supervisor Ted Carron wrote one game, *Rugby Simulator*, with a super-smart system to defeat the cartridge. As a consequence, once that game's loaded you have to turn the machine off to load any more!

The technical success of the system has inspired a host of new ideas at CodeMasters. PR Manager Mike Clark foresees Boots shelves next Christmas being packed with CD ROM games in normal CD packaging; those few unfortunates who don't already have cables being able to buy them in blistered packs. One step in the drive for this success could well be CD singles which might have Amstrad, Spectrum, and C64 versions of a game on a single disk. Or maybe three or four C64 games.

Surprisingly CM have yet to tout their system around other software houses – apparently we at ZZAP! were the first non-CM people to see the system working. The rush to get everything in the shops for Christmas has been severe, and there hasn't even been time to decide whether to license the loader software, forcing other producers to come to CM if they want to produce their own CDs for the system. Clearly there is huge potential for other software houses to bring their own compilations out.

The most exciting question however, is whether games will ever be written purely for the system. Obviously there is potential for massive games which would totally dwarf multi-load classics like *The Untouchables*. Sadly, disk-only games such as *Space Rogue* and Infocom adventures like *Planjetfall* couldn't be converted, since they're continually snatching bits of data off disk.

For Amiga owners the future is, paradoxically, less promising. After all, the standard Amiga disk drive is vastly quicker than a C64 drive, with up to a megabyte of memory on each disk. Nevertheless the relative cheapness of the interface, and the huge memory potential have led CM to promise PC, ST, and Amiga versions soon. Rainbow Arts, by contrast, are waiting to see how the C64 package does before doing anything else.



ZZAP! VERDICT

The arrival of C64 CD ROM is quite simply amazing. But like all innovative technology there's a risk of it being a short-term sensation which drops out of sight due to a lack of support. The first hurdle is obviously you, the buyer. According to CM research, a large proportion of the people who have computers also have access to a CD player. Which makes both compilations attractive buys.

In terms of gaming quality the Rainbow Arts compilation has the edge – *Dropzone* and *Loderunner* are two excellent golden oldies. But the CM system is ten pounds cheaper, offers three times as many games, and half the fun comes from the ability to speed through them via the neat RESTORE option.

If the compilations sell well, then maybe the next hurdle is easier – future software support. Will other software houses bring out CDs for either system? Ocean's Software Development Manager, Gary Bracey, felt its 'novelty value was higher than its practical value'. There would be a lot of licensing difficulties if Ocean put a lot of their games on CD, and how much would you charge for a compilation including *The Untouchables*?. But Gary admitted he'd yet to see the system working, while the price of a CD – less than an Amstrad disk – and piracy protection are interesting, as is the multi-format flexibility.

Regardless of future developments however, both CD compilations are lots of fun. If you've got easy access to a CD player and fancy the games, you can be assured the systems work well and must be the ultimate in C64 one-up-manship.



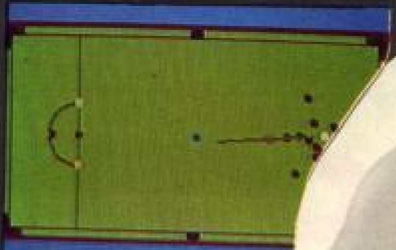
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From CodeMasters in this easy-to-enter comp!!

ZZAP! COMP



It's amazing what you can get on a compact disc these days: Kylie Minogue, Alice Cooper (Phil's fave), Yngwie Malsteen (Robin's), even The Jesus And Mary Chain (Stu's). But the clever boffins at CodeMasters have gone one better – they've stuck thirty of their best C64 games on one CD. What's the use of that?, you ask. I mean who wants to listen to a load of squeaky machine code? Well, using the special CodeMasters CD Interface you can connect any household CD player up to your 64 and load any of the games in about 20 seconds flat! Even more amazing, CodeMasters are selling the thirty-game CD with interface for under twenty quid!

Of course there is one problem: what if the nearest thing you've got to a CD player is Uncle Arthur's old gramaphone? Easy, thanks to CodeMasters you could win a brilliant Sony D20 portable CD player (recently voted 'The Best Portable CD Under £300' by *What Hi-fi*) plus, of course, the fab CD games pack. Second prize comprises all thirty of the CD games on tape, while ten other lucky people will collect groovy CodeMasters T-shirts.

All you've got to do is answer these three dead easy questions (if you're stuck, try looking at this month's special CD ROM feature) . . .

1. Approximately how many megabytes of data can a CD hold?
2. Where does the CodeMasters CD interface plug into your 64.
3. Which of these games is NOT on the CodeMasters CD: *Treasure Island Dizzy*, *Pro Ski Simulator*, or *Kylie Minogue's Terrible Singing*?

Stick your answers on the back of a postcard or sealed envelope and send it to *COMPACT COMP, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB.*

Usual competition rules apply and entries must be received by February 22.

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'A barren planet (the back garden). An ape-like creature (kid brother) throws a bone into the air. Scene switches to a revolving space station (a frisbee) and Bonzo the wonder dog jumps up and catches the bone while five-legged aliens from the planet Sprog hack the next-door neighbours to death with a mouldy cucumber . . . ' (excerpt from 'Carry On Killing The Neighbours' © ZZAP! Video Nasties Inc).

Ever fancied directing a sci-fi film? Well unlike Stanley Kubrick you don't need a multimillion dollar budget: all you need is a few willing actors (friends, relatives, people off the street), some props (how about a few dangerous-looking daffodils as house-eating aliens?), and a video camera.

The latter is usually the biggest problem for the aspiring director with a budget of about 93p! However, don't despair – you could still make your sci-fi epic (or wedding video) with the brilliant first-prize in this fab competition.

To celebrate the success of their latest epic game, *Space Rogue* (the Gold Medal-winning *Elite*-beater reviewed this issue), those generous folks at Mindscape are offering ZZAP! readers the chance to win a brilliant Amstrad video camcorder. The camera is incredibly compact and comes complete with a special adaptor to allow its small VHS-C cassettes to be played on any normal VHS video recorder.

For two runners-up there's the only slightly less awesome prizes of a Commodore disk drive and a copy of *Space Rogue*. A further ten lucky people will get a copy of the brilliant game on it own.

To stand a chance of winning these Oscar-winning script-inspiring prizes, just answer the following three questions!

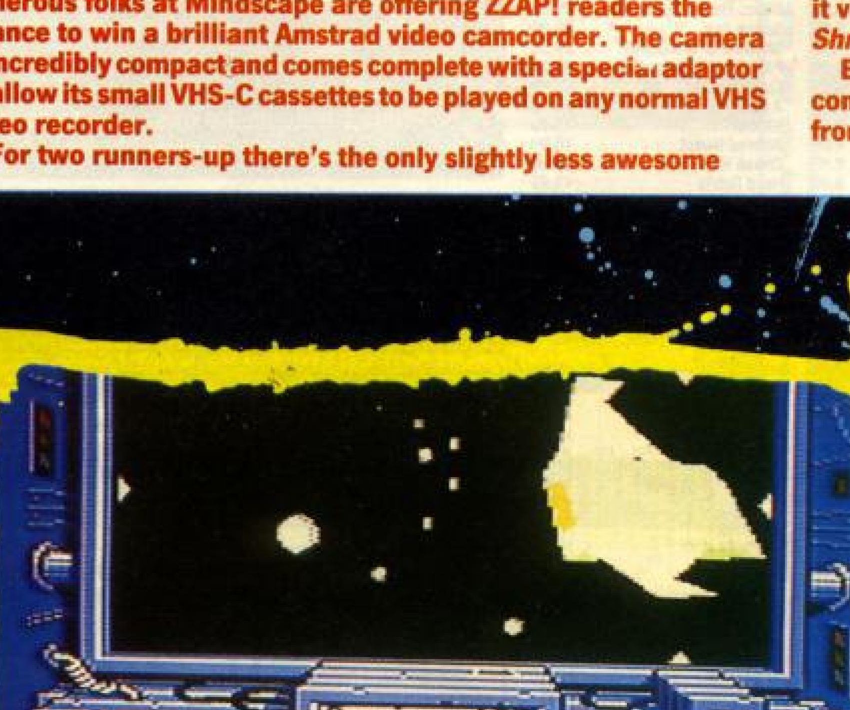
1. In *Space Rogue* which 'royal' ship were you a merchant marine with?

2. What is the name of the scout ship which you go to investigate?

3. How many types of enemy tactics are there?

Got 'em? (Hint: try reading the review!) Good, just scribble the answers on the back of a postcard (or sealed envelope) and send it via Interstellar Post to , *ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB.*

Entries must reach us by 22nd February at the very latest. Usual competition rules apply. In addition, triple-brained aardvarks from the planet Spaz may not enter.





VOTE FOR THE WINNERS AND WIN YOURSELF!

We gave you our idea of the best games of the decade last month. Now it's your chance to select the best games of the 1989 along with your 'game of the decade' in our annual Reader's Awards. Of course, there are separate awards for 64 and Amiga games: vote in either section or both!

To give those natural abstainers among you an extra incentive, we'll pick three forms out of the ZZAP! wastepaper bin and give the lucky senders £20 worth of software each, together with goodie bags packed with free ZZAP subscriptions, T-shirts, binders and Le Clic cameras! Ten runners-up will get the goodie bags alone. Send your forms to *READERS' AWARDS 1989, ZZAP!, PO Box 10, Ludlow, Shropshire SY8 1DB.*

Get your voting forms in by February 29 and we'll announce the winners in a few months time. Let your voice be heard and stand a chance of collect some great goodies – why don't they offer prizes in a General Election?!

64

BEST GAME OF THE YEAR

BEST COIN-OP CONVERSION

BEST LICENCE (not coin-op)

BEST ORIGINAL GAME

BEST ADVENTURE

BEST STRATEGY/RPG GAME

BEST GRAPHICS

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amiga

BEST GAME OF THE YEAR

BEST COIN-OP CONVERSION

BEST LICENCE (not coin-op)

BEST ORIGINAL GAME

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CBM 64, 1541 disk drive, MPS 801 printer with 1000 sheets paper, C2N datasette. All with dust covers, excellent condition. £300+ worth original software, joysticks, books, manuals, all issues Input. £400 .Phone John 01 733 4058.

C64 for sale. Data recorder, £250 of games including Run the Gauntlet, Forgotten Worlds, The In Crowd, Last Ninja II, Barbarian II. Only £200. Write to L. Williams, 28 Heddle Grove, Bell Green, Coventry CV6 7LN.

Commodore 64 software for sale. Many titles available, prices start from 50p. For list send large SAE to Michael Vainola, 5 Woodside Cotts., Nathans Lane, Highwood, Chelmsford, Essex CM1 3RD.

CBM64, the new model in its original box, plus 30 of the best games worth £300 and datasette with easy head adjuster. All for only £100. Ring (0494) 765560 for more details.

C128, datasette, 150+ games on disk. Will sell for £250 ono. Write to David Cross, 33 Sykes Street, Newhey, Rochdale, Lancs. OL16 4JP or phone on 0706 841 581 evenings.

Commodore 64 with tape deck, disk drive, colour portable TV, joystick, over 150 games, various magazines and computer books. £290. Tel: Lincoln (0522) 694728.

C64c, datasette, joystick, Action Replay cartridge, mouse and cheese, manuals, £300 worth of games including Operation Wolf, Last Ninja, After Burner. Will sell for £225. As new, still in box. Tel: St Helens (0744) 28486.

CBM64, 8 months old, datacassete, joystick, new power pack, magazines and books plus £200 of original software. Examples: Hawkeye, Delta, Barb. II etc. Bargain at £? Phone Abdul on 01 272 2149. No time wasters please.

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Atari 520 STFM, mouse & mat, 2 joysticks, joystick extension leads, over 35 games, datalink cable. Still boxed. Worth over £1000 sell for £350. Bernard P. Wolfe, 8 South Barrwood Road, Kilsyth, Glasgow, Scotland G65 0EZ. Phone Kilsyth 821356.

WOW! C64, C2N, 1570 disk drive, modem, Action Replay MkV, 1520 printer plotter, speech, joysticks. Worth £500, software worth £1500. Bargain £600 the lot. Will sell separately. Call Ben on 01 670 8072 after 7pm.

C64c, datasette, joystick. £200 of original games mostly Gold Medals and Sizzlers. Perfect condition, still boxed. Sell for £250, won't sell for less. Got to go quick. The perfect gift for Xmas. Phone Daniel 01 550 7409.

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Commodore 1541 disk drive, MPS 801 printer, disks, Easy File, Easy Spell, Easy Script. £200. Telephone Falmouth 0326 74550. Treganoon, Lamanva, Penryn, Cornwall TR10 9BJ.

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C64c, C2N datasette, two joysticks, Commodore MPS 1230 printer, all boxed, all under 5 months old, over 40 games. Will sell for £270 or nearest offer. Contact Wailiang Lok after 6pm on 01 450 2862.

C64/128, 1541 disk drive, MPS 801 printer plus data cassette, 100+ games and some books. I want £250 or vno only. All calls after 5pm. Tel: 0202 694 897.

PEN PALS

C64 contacts wanted. Disk only. Send lists or disks to: Richard, Van Emstweg 57, Appelscha, Holland. 100% reply.

I wish all C64 and Amiga freaks a Happy New Year. Send latest to NME, Bosrode 24, 2317 BN Leiden, Holland.

C64 CONTACTS WANTED! Send to: Reece, 13 Brudenell Drive, Jerrabomberra, Queanbeyan, N.S.W. 2619, Australia. Phone (062) 998034. All letters answered. Disk and tapes get priority. Write now!

We want to swap the latest stuff for C64. On disk only. All letters and disks will be answered. Write to Gax - Corso Cavour 329, 19100 LA Spezia, Italy.

Amiga contacts wanted for swap, hints, etc. Send disks and/or lists. 100% reply! Write now to: Fredrik Bildstroem, Isgr.16, 93151 Skelleftea, Sweden. Please write fast!

Amiga contacts wanted. Guaranteed 100% reply. Send lists to: Duncan White, 3815 Chevy Chase, Port Arthur, Texas 77642, USA.

Do you want a fast and reliable swapping contact? Search no more and write to: Tom Reiertsen, Steinneset 39, 5200 Os, Norway.

MISCELLANEOUS

Making money has never been easier and it's 100% legal. Earn £100's each month. For further info send SAE to: Scott Brutnell, 77 Green Lane, Wickersley, Rotherham, South Yorkshire, S66 0HU. You'll never regret it.

Win the Pools with my Commodore 64 Pools Prediction program I have! Mathematical probabilities, not form. Send £12.95 for cassette. Disk soon. K. Pitman, 20 Chester Way, Fellgate, Jarrow, Tyne and Wear NE32 4TJ.

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Yo Buddy! Hundreds of pokes and passwords for your C64 (includes instructions) all typed in alphabetical order. Please send £1 and SAE to: A. Crompton, 86 Ivinson Road, Darwen, Lancs. BB3 3AP.



RESULTS with Ken the Fish

For those philistines who didn't catch my first foreign language lesson on the fishy phoneline (0898 55086 – it's great!), tough! Here is the second invaluable lesson to prepare you for 1992.

Eccles cake et repeté . . .
KEN: Je voudrais du Tetrafin, Mme Halibut.
HALIBUT: Mais oui Monsieur Ken, nous avons aussi les dawsons et des o'connors!
KEN: Non merci, je n'est pas un gros gourmand (and I'm not deaf either!).

Und jetzt etwas in Deutsch . . .
KEN: Vee hef vayz off making you svim!
HERR PIECE: Bitte können Sie English sprechen? Mein Deutsch ist nicht so gut.
KEN: Eh?!

LOAD-IT/HOTLINE COMP
(Mills Associates, Issue 53)

Apparently some of you dialled the wrong number for my fishy phoneline – the correct one is 0898 555085! – and got the competition hotline instead. As consolation for those poor soles who made this near-fatal mistake, ten of them (that many?!) will get a LOAD-IT tape deck – they may still dial wrong numbers but they won't ever have any more loading problems . . .

B Howell, BURNHAM-ON-SEA TA8 2DB; Saiful Abedin, LONDON E7 8LB; Stephen Maker, WIRRAL L63 0LJ; James Solomon, W.HAGLEY DY9 0HY; D S Broderick, LINCOLN LN6 3NY; Ravi Verma, WOLVERHAMPTON WV4 5AP; Carl Gurgan, DROMORE BT25 1LX; P W Shaw, OLDHAM OL4 4PR; Eden Patrick, HAVERHILL CB9 0NG; Andrew Clarke, ROCHDALE OL16 3UB.

I'LL SHOW YOU WHAT TO DO WITH YER ?!$$??! FREE MODEMS COMP (Compunet, Issue 54)

As all fish fanciers know, modems have in fact nothing to do with computers and phones at all – they're actually vicious deep sea sharks which eat Rottweilers for breakfast. And as there's no 'Dangerous Fish' Act you can set them on niggling neighbours without fear of prosecution!
Five winners get a modem plus a three month Compunet Gold Account (whatever that is!) . . .

Andrew Capper, SPALDING PE11 3AF; Ryan Forrest, LIVERPOOL L23 0RL; Bjorn Tillaert, BELGIUM; Mikael Cederqvist, FINLAND; James Burton, BLACKPOOL.

STRIDE ON!/HOTLINE COMP
(US Gold, Issue 54)

Cor, if I was as lucky as the winner of this classic comp I'd be able to watch all those great fishy films in the comfort of my own bowl – I love the 'Jaws' films (apart from the sad endings!). The first prize was a brilliant Sony Video Walkman which goes to the extremely fortunate fellow:

Andrew Gore, SKELMERSDALE WN86DB.

20 runners-up get copies of that fab US Gold romp, *Strider* . . .

David Nicholson, SHIPHAY TQ2 7HA; Leon Tong, LONDON N8 9TA; Thomas Brettell, DUDLEY DY1 2ER; Garry Wiseman, OSWESTRY SY10 7LX; Cecil Dyer, LONDON E7 9HS; Stephen Booth, SUTTON COLDFIELD B76 8XF; David Aley, HORNCHURCH RM12 5BH; Marc Loughlin, FARNBOROUGH GU14 8BY; Rajan Verma, WOLVERHAMPTON WV4 5AP; M F Aslett, CAMBERLEY GU16 6SD; Colin Neal, READING RG6 2UW; Kevin Tulloch, CROYDON CR0 7YB; Sinh Huynh, LONDON SE15 6EG; Satnam Samra, SOUTHALL UB1 1PD; Jason Fowler, NORWICH NR10 3QU; John Webb, READING RG8 8DH; James Bell, SHEFFIELD S10 5NP; Steven Tang, LONDON SE15 6EG; G Rawling, MANCHESTER M27 3RP; Adam Wright, NORTHAMPTON NN3 1YD.

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COLOR	HEX$	SAFE
DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

DLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
	M MEMORY	W WALK
F FILL	P PRINT	X EXIT
G GO	R REGISTER	$ DIRECTORY
H HUNT		DOS Commands

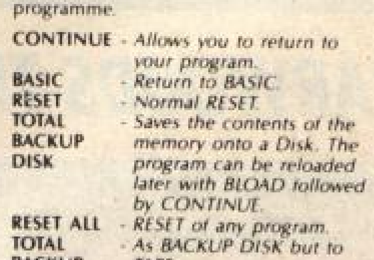
PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with any programme.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

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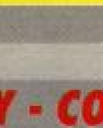
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WHAT D'YOU MEAN, XMAS IS OVER?!

It's very tricky trying to write a post-Xmas introduction when it's the middle of December and the big time hasn't *quite* arrived yet (and I've still no ideas for presents). I hope you've had a whale of a time celebrating Xmas, Boxing Day, New Year's Day, the Day after New Year's day etc – you know, all those occasions which merit celebration!

Anyway, I hope you've spent some of those days off playing the latest games (while you weren't stuffing yourselves with Christmas pud or being sick!). So, what are you waiting for? Send those tips in.

RIP-ROARING RESETS

Army Moves

Poke 14888,173
SYS 8415

Batman – The Caped Crusader

Part 1
Poke 11641,173
SYS 2075
Part 2
Poke 12077,173
SYS 64584

Batman: The Movie

Poke 4866,173
SYS 1624

Bombo

Poke 11417,173
SYS 387

Bombuzal

Poke 5490,173
SYS 12452

Bubble Bobble

Poke 1240,189
SYS 58518

Commando 2 (Duet)

Poke 2454,174

Forgotten Worlds

Poke 52038,181
Poke 3273,181
Poke 25537,181
Poke 33953,181
Poke 35687,165
SYS 13695

Frantic Freddie

Poke 987,165
SYS 16501

Gryzor

Poke 13476,189
Poke 29187,189

Helix

Poke 8500,44
Poke 13135,44
Poke 13622,44
SYS 4096

Hextik (Never heard of this one but give it a go anyway!)

Poke 23392,76
Poke 23393,101
Poke 23394,91
SYS 22177

Ms. Pac-Man

Poke 8090,173
Poke 38498,173
SYS 37262

New Zealand Story

Poke 3215,173
SYS 2306

Ninja Commando

Poke 10457,173
SYS 14848

Peter Packrat

Poke 53214,173 (Infinite Lives)
Poke 48546,173 (Infinite Time)
SYS 32768

Phobia

Poke 5390,189
Poke 48039,189
SYS 4266

Platoon

Level 1
Poke 46811,173
SYS 14063
Level 3
Poke 5613,173
Poke 49255,173
Poke 7505,173
SYS 7402

Power Pyramids

Poke 59725,202
SYS 2966

Red Heat

Poke 3108,165
SYS 11883

Renegade

Poke 42187,165
SYS 37263

Rocket Ranger (Nazi Aircraft-blasting scene)

Poke 7368,165 **(Unlimited Rocket Rangers)**
SYS 6867

Salamander

Poke 23575,165
SYS 24019

Skate Crazy
Virus

Poke 5196,173
Poke 51866,173
SYS 4907

Xenon

Poke 26356,173
SYS 20048

Thanks for the resets go to Deb Stevens **(who says hello to Ady) with extra thanks to** Woody **from the delightfully named Cabal Court in Mulgrave, Victoria, Australia. G'day to ya Woody, keep those tips speshes coming and have a Fosters on us, y'hear??!!!**

PIG IN A POKE

THE SOUND OF MUSIC – THE RETURN

An Ocean of music hacks float Ludlow way this month with pokes for a good few of the games from Manny way courtesy of Jon Barry of Walsall and Dimitri Ars of Lewedorp across the Channel in Holland. You need a RESET SWITCH for these hacks to work, if you haven't got one, why not?

To use the music hacks just perform the following. . . .

1) Load up the relevant game.
2) Reset it with a reset switch (got one now?).
3) Type in the relevant music hack listing and save it out to tape/disk.
4) RUN the program and use the game-specific instructions accompanying each hack.

OPERATION WOLF
(Ocean)

```
10  REM OPERATION WOLF
    MUSIC – HACKED BY
    DIMITRI ARS
20  I=49152
30  FOR X=0 TO 116: READ A:
    POKE I,A: I=I+1: C=C+A:
    NEXT X
40  IF C=13062 THEN PRINT
    CHR$(147)"OK!! USE KEYS
    1-5 FOR TUNES": SYS
    49152
50  PRINT "ERROR IN DATA
    !!!!!!!!!!":END
100 DATA 120,169,192,141,21,
    3,169,86,141,20,3,169,
    1,141,26,208,169,127,
    141,13
110 DATA 220,169,53,133,1,
    162,0,32,182,235,169,
    55,133,1,88,32,228,
    255,201,49
120 DATA 240,19,201,50,
    240,20,201,51
130 DATA 240,201,52,240,
    22,201,53,240,23,
    76,35,192,162,0,
    76,103,192,162,1,76
140 DATA 103,192,162,2,76,
    103,192,162,3,76,
    103,192,162,4,76,
    103,192,238,25,208
150 DATA 169,53,133,1,32,
    33,236,169,55,133,
    1,76,49,234,169,
    53,133,1,32,182,
    235
160 DATA 169,55,133,1,76,
    35,192
```

Press keys 1 to 5 to listen to the tunes.

STEVE DAVIS' SNOOKER
(CDS)

Load up this 'interesting' game, reset it and type SYS 4096 for *Pot Black*-ish music (shouldn't it be *Stephen Hendry's Snooker* now???).

SILKWORM
(Virgin)

Marc Litherland of Prestatyn in Clwyd isn't too arcade action minded; instead he's delved into the code to extract music for those of you into all things aural.

```
10  FOR X=32768 TO 32781
20  READ Y: POKE X,Y: NEXT X
30  SYS 32768
40  DATA 120,169,53,133,1,32,
    0
50  DATA 252,32,90,252,76,8,
    128
```

'G'Day cobbers! Derek Cadman here of Brisbane, Down Under with a couple of music pokes.' Ta, Del, take it away! . . .

R-TYPE
(Electric Dreams)

Load up the game, reset it, and type SYS 2489 for the music when confronting the end of level 1 alien.

Or reset and type SYS 2476 for the game music.

WIZBALL
(Ocean)

```
1   REM WIZBALL SONIX 'N'
    FX
2   REM (C) 1989 JON BARRY
3   REM :
10  FOR T=49152 TO 49360:
    READ A$
11  L=ASC(LEFT$(A$,1))-55:
    L=L-(L<5)*7
12  R=ASC(RIGHT$(A$(1))-55:
    R=R-(R<5)*7
13  A=L*16+R: C=C+A: POKE
    T,A: NEXT
14  IF C=26172 THEN SYS
    49152
15  PRINT "DATA
    ERROR!!!!!!!!!!!": END
16  :
20  DATA 78,A9,7F,8D,0D,DC,
    A9,4C,8D,0B
22  DATA 7E,8D,D7,7D,A9,60,
    8D,0E,7E,A9
24  DATA 35,85,01,EE,20,D0,
    A2,00,86,FE
26  DATA 20,0A,B9,A6,FE,EA,
    CA,10,F5,AD
28  DATA 01,7E,E8,8E,20,D0,
    20,77,C0,A9
30  DATA FF,CD,12,D0,D0,FB,
    F0,DD,A9,02
32  DATA 8D,EF,B8,8D,F0,B8,
    A9,00,E0,03
34  DATA B0,02,A9,03,8D,1B,
    C0,BC,56,C0
36  DATA 20,D0,47,4C,F1,45,
    1A,2F,3D,13
38  DATA 21,0C,28,05,36,C0,
    18,D0,05,A9
40  DATA 20,8D,27,C0,C0,15,
    D0,03,4C,C3
42  DATA 7D,A9,00,8D,EF,B8,
    4C,53,45,A5
44  DATA FF,30,03,4C,AD,C0,
    20,AD,C0,A5
46  DATA FF,30,4B,C9,3A,B0,
    09,38,E9,31
48  DATA 30,11,AA,4C,3A,C0,
    C9,5B,B0,09
50  DATA 38,E9,41,30,04,A8,
    4C,5F,C0,20
52  DATA D0,47,A9,AD,8D,27,
    C0,A9,00,8D
54  DATA 1B,C0,60,A2,00,B5,
    00,9D,00,C2
56  DATA E8,D0,F8,A9,37,85,
    01,20,9F,FF
58  DATA A4,C5,B9,81,EB,8D,
    FF,C2,A2,00
60  DATA BD,00,C2,95,00,E8,
    D0,F8,60
```

Press 1 to 9 to hear the different tunes or press A to Z to hear the different FX. Pressing any other key (eg SPACE) will stop the current sonic outburst.

DRAGON NINJA
(OCEAN)

```
10  REM DRAGON NINJA
    MUSIC – HACKED BY
    DIMITRI ARS
20  I=49152
30  FOR X=0 TO 107: READ A:
    POKE I,A: I=I+1: C=C+A:
    NEXT X
40  IF C=11855 THEN PRINT
    CHR$(147)"OK!! USE KEYS
    1-4 FOR TUNES": SYS
    49152
50  PRINT "ERROR IN DATA
    !!!!!!!!!":END
100 DATA 120,169,192,141,
    21,3,169,77,141,
    20,3,169,1,141,
    26,208,169,127,
    141,13
110 DATA 220,169,53,133,1,
    162,0,32,118,224,
    169,55,133,1,88,
    32,228,255,201,49
120 DATA 240,15,201,50,240,
    16,201,51
130 DATA 240,17,201,52,240,
    18,76,35,192,162,
    0,76,94,192,162,
    6,76
140 DATA 94,192,162,18,76,
    94,192,162,12,76,
    94,192,238,25,208
150 DATA 169,53,133,1,32,
    72,225,169,55,133,
    1,76,49,234,169,
    53,133,1,32,118
    224
160 DATA 169,55,133,1,
    76,35,192
```

Press keys 1 to 4 for the different game tunes.

THE VINDICATOR
(Imagine)

```
30  FOR X=0 TO 4: READ A:
    POKE I,A: I=I+1: C=C+A:
    NEXT X
40  IF C<>8163 THEN 60
50  PRINT CHR$(147): FOR
    X=0 TO 15: PRINT: NEXT X:
    PRINT "USE KEYS 1-3 FOR
    TUNES": END
60  PRINT "ERROR IN DATA
    !!!!!!!!!!!!": END
100 DATA 120,169,192,141,
    21,3,169,60,141,
    20,3,169,1,141,
    26,208,169,127,
    141,13
110 DATA 220,162,3,32,210,
    41,88,32,228,255,
    201,49,240,11,201,
    50,240,12,201,51
120 DATA 240,13,76,27,192,
    162,3,76,69,192,
    162,1,76
130 DATA 69,192,162,2,76,
    69,192,238,25,208
140 DATA 32,69,42,76,49,
    234,32,210,41,
    76,27,192
```

Only three tunes to listen to this time but press 1 to 3 to listen to them anyway!

DENARIS – THE TIPS
(US Gold)

A great blast from the past and not without controversy: remember all that *Katakis/R-Type* business that mucked up the ZZAP! megatape a while back?

Waffle bit over with, here are some much needed tips for this golden oldie, from Daniel Pike **and** Yuouf Quraichi **(think I got that right) from New Malden, Surrey as well as** Andrew Beamish **of Penwithick, St. Austell, together with a poke for the disk version. You need a Reset Switch to get the poke to work, though.**

1) Load the game in a normal manner
2) Press F1 to load the first level
3) After the game starts, reset the machine and enter
POKE 11471,173: SYS 2201 **followed by a Return**
4) After some disk access, a corrupted first level will appear, so kill yourself and get back to the title page.
5) Start the game as normal, and now when you collect the blue spheres your shields last forever! This doesn't protect you from the ground, mother aliens, and some missiles, so keep the satellite on the ship.

Level 1 (Asteroid Field) – At the start try and shoot all the Mercedes signs (!) to give you more of a chance of grabbing the all-important blue sphere.

Level 2 (Outer Complex) – The worse things here are the little grey walking things. Make sure you destroy them just as they enter the screen. Kill the guardian as before but watch out for the potshots at you; just move up to avoid them or down to let the satellite get them. If you have permanent shields then you don't have to worry about the aliens at all.

Level 3 (Inner Complex) – Keep the satellite on the front and watch out for homicidal hang-gliders and other things attacking from behind. To kill the big fish-thing, line up with its mouth and keep firing.

Level 4 (Computer Core) – Don't move until you come out of the red tunnel. Blast everything in sight and watch out for chips and LEDs flying towards you. The overgrown ZX-81 at the end is quick: to dodge it just move to the extreme top of the screen. Shoot at the red chip. If you really want to be clever, put the satellite on the back and shoot it from the back!!

Level 5 (Grey Wastes) – The most lethal aliens here are the small red things, basically because there are so many of them – however, they're easy to wipe out with the "Power-moai" (red icon). Shoot the guardian in the mouth and watch out for potshots like in level 2.

Level 6 (Deep Space) – Keep to the centre of the screen at the start to avoid the large blocks. Avoid the twin spaceships which fire at you by flying under them. When you arrive at the large spaceship, fly under it and then go into the area where the aliens are floating. To kill the guardian, shoot it in the mouth. If you have no shields then very slowly move up (or down) towards the mouth, letting the satellite protect you from the shots.

Level 7 (Power Core) – This level is easy with a shield. Without, you must avoid the red spaceships that attack and shoot you from behind. If you can get the satellite behind the ship, you'll be safe. To avoid them otherwise, look at the diagram. To kill the guardian shoot it in the eyes but watch out for potshots like in level 2.

Level 8 (Brain Centre) – Avoid the spaceships at the start by flying over them. Shoot as many bubbles as possible to gain the extras. One wave of aliens attack from behind but they are slow and don't fire so are easy to avoid. The brain is destroyed by shooting its centre.

Level 9 (Techno-City) – Watch out for the minelayers; destroy the mines with the satellite. The guardian is tricky and needs to be destroyed bit by bit. Destroy the front half by shooting it in the mouth. The other half then turns around to attack. Usually it flies so quickly it ploughs straight into your ship. So when you destroy the first half, move down (or up) the screen just in case. When it moves back a bit, shoot it in the mouth.

Level 10 (Lava Lakes) – Due to the aggresive aliens this level is practically impossible without a shield. The honeycomb structures can be cleared with the satellite. Avoid the large rectangular ships, as you near the end of the level, by moving to the top of the screen. Watch out for satellite dishes as these will fire at you. To kill the guardian, shoot him in the mouth.

Level 11 (Crystal Caves) – The satellite and shield are taken away at the start of this level. As long as you collect a satellite and keep it on the front of the ship, you'll be safe. Don't fly into the flashing squares as these are mines. The end-of-level guardian is easy to destroy – just shoot it in the centre.

Level 12 (Home World) – This is the final level of the machine world where the beast lives. Without a shield it is the most deadly level with around 20 sprites, all armed to the teeth. Basically you don't stand much a chance. The best way to survive is by collecting a speed-up and the gyro-mines (the green icon) and then kill the alien hordes as quickly as possible. The beast at the end is destroyed by shooting it in the mouth. If you have no shields left you must, of course, avoid the massive amounts of flak to survive – it ain't easy!!

THE END
After destroying the beast the credits load in and the whole machine world explodes. Congratulations!!

Here's a run-down of the special weapons

Cannon
Grade 1 – Simple laser cannon, gradually dividing to give . . .
Grade 2 – Twin harpoon lasers
Grade 3 – Twin beam lasers, finally giving a small pulsar cannon

Missiles
Grade 1 – One missile
Grade 2 – Two missiles

Shield
Basically three levels: light blue, blue, and red, which give you shielding of gradually increasing duration.

ALTERED BEAST
(Activision)

A big 'Sorry' must go to Stephen Jakab **of Sutton Coldfield, West Midlands. Why? Well, he contributed a lot of the Cartridge Corner tips for last issue and didn't get a mention!! Well, it was like this, the address and pokes parted company! Honest! Anyway, to make amends I'm printing these *Altered Beast* tips that Stephen has sent in and *this* time he gets a mention.**

Level 1
The first spirit ball is found in the creature just after the 4 stone pillars, but watch out for the zombies just before it.

If you are in two-player mode, let one of you collect all the spirit balls until you turn into the beast as that player can now protect the other player until he can turn into the beast. Then there's no stopping you.

Avoid the blue demons by jumping over them or onto a higher level. If Nelf himself appears to rise up, and you are in one-player mode, rush into him to get the end-of-level baddy. Just hold the fire button down and face him for best results.

Level 2
The main problem here are the jumping head-eaters. Kick or low-punch them when they're on the ground. The rattles of the rattle snakes should be kicked to destroy the snake. The end-of-level baddy is no problem. Go underneath the dish spewing out eyeballs and put on the autofire.

Level 3
The main problem on this level is the mass of running chickens (they look more like upright ants to me – Rob H). Stay in the middle of the screen near to the top on a ledge if possible. When you become the beast, keep pressing fire to keep somersaulting as long as there aren't any holes.

Only use your 'bad breath' on the end-of-level baddy; keep pressing right and fire to breath on it. After it has moved in a bit, follow it and repeat the above procedure to kill it.

Level 4
A more difficult level methinks. Not much to say for this one but when you become the beast, use duck punches instead of the special weapon. When you come to the Nelf-created creature go to the far right-hand side of the screen and hold down fire. You won't lose any energy over this one!

Level 5
Help!! A toughie, this one! Stay high up all the time on a slate in the middle of the screen as on level 3, otherwise the fish will turn into wheels and run over you about three times.

When you get to the end-of-game monster just jump over him, hit him once, jump over him again, hit him again, and repeat this until he's dead. At this stage you need at least one full life if in one-player mode; anything less and you've no chance. However, in two-player mode it isn't much of a problem!

THE UNTOUCHABLES
(Ocean)

Yooo doity ratz, yoo doity ratz! (Er, yeah, Robin – Ed). Get on with the tips from David Whitehouse of Kettering, Northants (the tips index winner, no less). Get those violin cases out boyz and give the ZZAP! readers an early St. Valentine's Day present!! Get them boyz!!

Level 1 – The Warehouse

A real corker this (as my friend Ben would say). It took me ages to master this level. The following information is very useful (repeat after me).

Guys with cyan trousers provide roses (energy)
Guys with green trousers provide hour glasses (time)
Guys with grey trousers provide violin cases which contain guns
Guys with white suits who look like scientists have evidence against Capone (surely you knew that!)
Guys with blue trousers are just plain nasty and do not give you anything.

■ Always play this level with the sound effects ON because you can then hear when a bad guy has dropped a rose, hour glass, etc. You can also hear if a bad guy picks up evidence after you have shot a man in a white coat.
□ **Ness can drop up to three crates in height without losing energy.**
■ After acquiring 50% evidence the bad guys need to be shot two times to be killed which is why a gun in a violin case is very useful.
□ **Do not take ages chasing a man in a white coat if he runs away: if it starts to get long winded then run into the man. You may lose energy but it could save you time in the long run. Remember, time is as important as energy.**
■ Learn the layout of the platforms, it is not that hard and it is essential to be any good at this level since the white guys appear at certain places again and again (I would have drawn a map but I'm useless at drawing maps!).
□ **You can outwit the bad guys by jumping from ledge to ledge as they cannot do this very accurately.**
■ When a white guy is walking on two crates, wait on the crate a level below him, crouched as close as you can without knocking the white guy down. When he walks the other way jump up behind him and pump him full of bullets until the arrow turns white.
□ **It is often worth jumping, putting life and limb at risk, in order to get to the piece of evidence before another bad guy does.**
■ You need 100% evidence to complete the level but do not give up heart because the rest of the game is worth seeing, and remember practice makes perfect.

Level 2 – The Bridge

An absolute doddle this level, especially when compared to level one.

■ The key here is not to use the gun sight but to aim using the black mark showing where a bullet is hitting on the screen once it has been shot.
□ **Do not roll off the right hand side of the screen as you do not need to and you are putting yourself at risk.**
■ When one of your men's energy is getting low, roll off the left hand side and change the man; losing over three quarters of your energy may be a good time to change.
□ **Every time you shoot a man, a bar underneath the score gets shorter, once it has disappeared you have completed the level.**

Level 3 – The Alleys

Similar to *Operation Wolf*, this level. Accurate shooting is essential for success: this will come with plenty of practice.

■ A quick way to get from the left side of the screen to the right side is to use up all your bullets.
□ **When you reload, ALWAYS go to the wall by moving the aim target off the right side of the screen. This stops you getting shot and allows you to choose the Untouchable with the most energy left. You can also reposition the aim target on this screen. Do not spend too much doing this.**
■ I find it easier to play with sound effects ON since you can hear whether the gun reloaded or not.

Level 4 – The Railway Station

This is my favourite level of the game (mine too – Ed); it shows what can be done in 64 high-res if programmers take the trouble to do so. The baby falling out of the pram is really funny and the tune fits this level better than it did level 1.
This level also happens to be as difficult as level 1, but don't panic! It can be done! After all, if you can do the first level, you can do this level.

■ Firstly, who are the bystanders? Well, anyone without a trilby on for a start. Although there is a grey man with a trilby who must not be shot, you can easily spot him because he always walks horizontally across the screen and does not have a gun (what an idiot).
□ **Shoot the bad guys as quick and as accurately as you can (fairly obvious tips there). Keep the pram in the middle of the play area unless there are no steps in the middle, in which case move the pram down the left-hand set of stairs.**
■ Always try to go down the same set of stairs as the pram.
□ **Occasionally a bystander stands in front of the pram on a set of stairs and stops it from moving. If this happens push the pram left or right to get it past the bystander. If you can not do this shoot the bystander. Remember when the pram moves off the top of the screen the baby flies out and dies – which is not good for your publicity!**
■ If a bad guy gets in the way of the pram shoot him.
□ **Very, very rarely, in an emergency you can shoot the pram to move it left or right. The pram moves in the direction of the bullet and the baby loses some energy (You cruel fiend, you! – Outraged Mothers Inc)**
■ When you finish the level, be prepared for level 5 which follows immediately.

Level 5 – Rescue The Accountant

You have five seconds to shoot Capone's henchman which means accurate shooting first or second time.

■ The henchman peers around the edge of the accountant from time to time which is when you shoot him. He peers from the left-hand side so aim the gun ready. Shoot and turn his face into a mass of (the rest of the this sentence is censored in the interests of decency (Decency, what's that?!? – Rob H))

Level 6 – Nitty Gets His

Surprisingly easy as long as you have a good aim (which you probably have after finishing level 3). Here's how to do it.

■ Hide around the edge of a building, ensuring that your gun is fully loaded. Wait for Nitty to run across the back of the screen and let him have it. Do this for every screen in the level.
□ **Note that the edge of the building is not always available on both sides of the screen.**
■ On the last screen before the ledge (there is only one building on the roof and the ledge is very near) ensure that you use only one or two bullets since you need them for the ledge.
□ **When the ledge appears you will see Nitty running along it. Shoot him and watch the brilliant sequence of his death.**

And as they say – That's All Folks!!

I was planning to reveal the cheat mode which a Mr Reece phoned in to reveal. At the eleventh hour *Untouchables* programmer John Meegan phoned up to say DON'T reveal the cheat mode just yet. So there we go, I'll hold off for a month and who knows, we may have some maps for the Warehouse and the Railway Station (the other levels aren't all that mappable).

RETROGRADE

RETROGRADE
(Thalamus)

Here we are with the first of many tips and maps of last month's superb Sizzler shoot-'em-up *Retrograde*, one of the toughest games I've played this year, and the great thing is it starts off with some superb graphics and gets better and better with every level. Here we go with Transmission Software/Apex Computer Productions **themselves to give us the low-down on the high-paced action of levels 1 and 2 . . .**

'It's been four days now and you haven't slept a wink – you must complete the second nerve-centre and then you PROMISE to go to bed . . . ' Have YOU had this problem? Do YOU suffer from insomnia? Well, if you do then worry no more! It's here – the DEF guide to *Retrograde*. In this first instalment we tell you how to build a disc drive out of a piece of string and a cardboard box AND give you handy playing tips on how to complete levels 1 and 2!

Level 1

When you start the game you have a puny front shot which kills absolutely nothing, so start by upgrading it to full. Ok, now it's slightly easier to kill the alien slime from Hell, we suggest that you bolt a shot out your rear (ooh-er!), upgrade that to full, and kick alien ass. . . .

Pick up hods of Ara and begin to bolt on Radians. Start by clipping on some above and below your front shot and upgrade them three or four times. Now place more radians around yourself (preferably symmetrical to make it look prettier) and upgrade the whole lot to full. NOW we're talking! The next point in our strategy is rather complicated so listen up . . . get loads of Ara as quickly as possible (and remember, the more you get now the less you have to get in later levels).

When you have got bored with killing absolutely EVERYTHING in the sky start to think about looking for a planet buster. They are easy to find on the first level – any green ground aliens leave them behind.

Complete the first duct, get a tad more Ara and proceed to the second. Once done you will confront the first horribly ugly NERVE CENTRE (drum roll, scream, etc).

Referring to the piccy showing the first well 'ard nerve centre, destroy the guns marked 1 and 2 in either order and then proceed to point 3. Avoid the bullets (rather obvious that) and kill it. Once done, the eye will be revealed and you can blast away at the heart of muvva. Use your radians instead of your shot. They should have higher hitcounts and you'll be out of the firing line of alien bullets. That's it basically – level 1 complete (fanfare!).

Level 2

The first thing you will notice about this level is that it's a hell of a lot harder. You can get different weapons, ie supershot or quads – it's totally up to you. You will, however, need to have a radian that fires out the top in order to defeat the nerve centre. Also, upgrade your first to the second power before attempting any of the ducts – it makes them rather easier.

There are three aliens on the ground which will leave behind a planet buster when killed. There is a moving 'hand'-type creature, a small 'chicken' about a screen to the left of the shop, and finally the only destructible egg.

Complete the ducts and make your way to the Second Nerve Centre . . . IF YOU DARE!! (sombre 'Death kind of music' in the background).

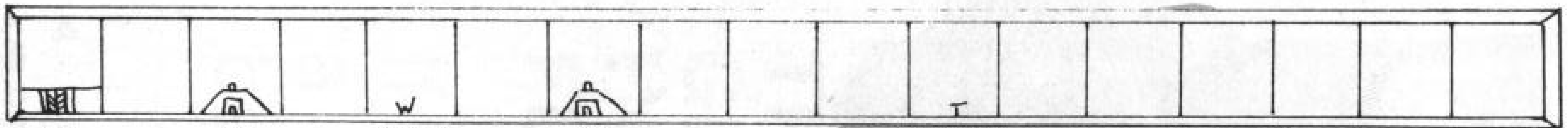
If you are a masochist and WANT to die then don't read the next bit. Otherwise everyone else had best shoot points 1 followed by 2. Finally sit at point 3 and shoot point 4 – if you do it right you won't get hit by the teeth monsters firing out of its bottom (but enough of this kinky talk).

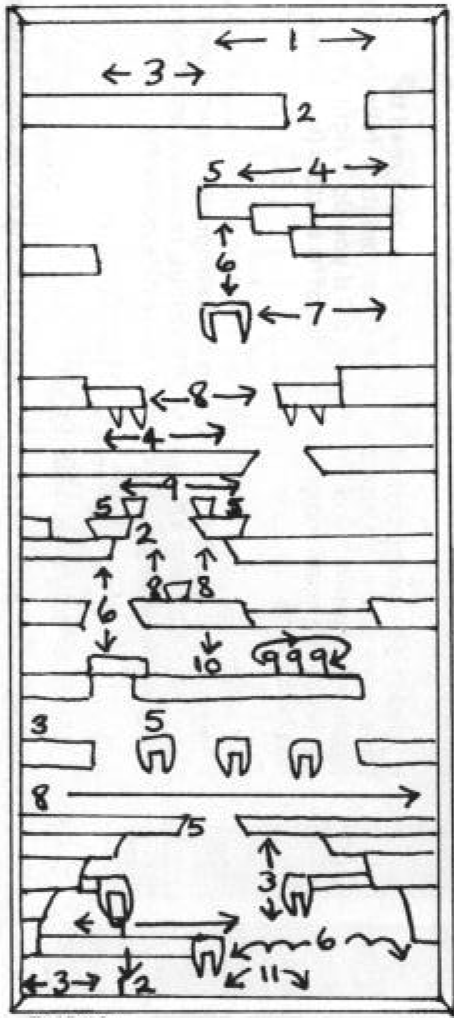
And this brings us to the close of the first tips and 'How to kill everything without getting hurt' section for *Retrograde*. In part 2 we'll see Major Dan Damage kill even MORE vicious, repulsive and generally angry aliens (though they do have some nice qualities).

LEVEL ONE – THE FIRST WORLD

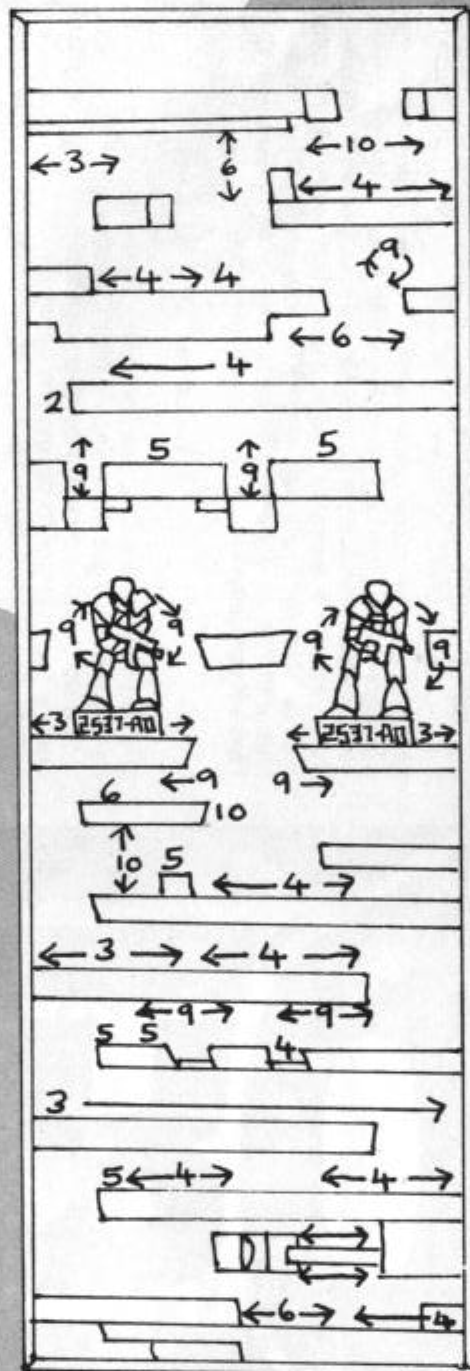
THE CAST OF ALIENS

1. Rotating Shield (Can't kill)
2. Flame
3. Blue Trooper
4. Green Walker
5. Mushroom Cloud (Can't kill)
6. Rotating Diamond Alien
7. Drone Aliens (3 in a line following each other)
8. Bullet Alien
9. Spinner Alien
10. Lone Drone Alien (Ahhhh!)
11. Flasher Alien
12. Spikes (Falls down when near)



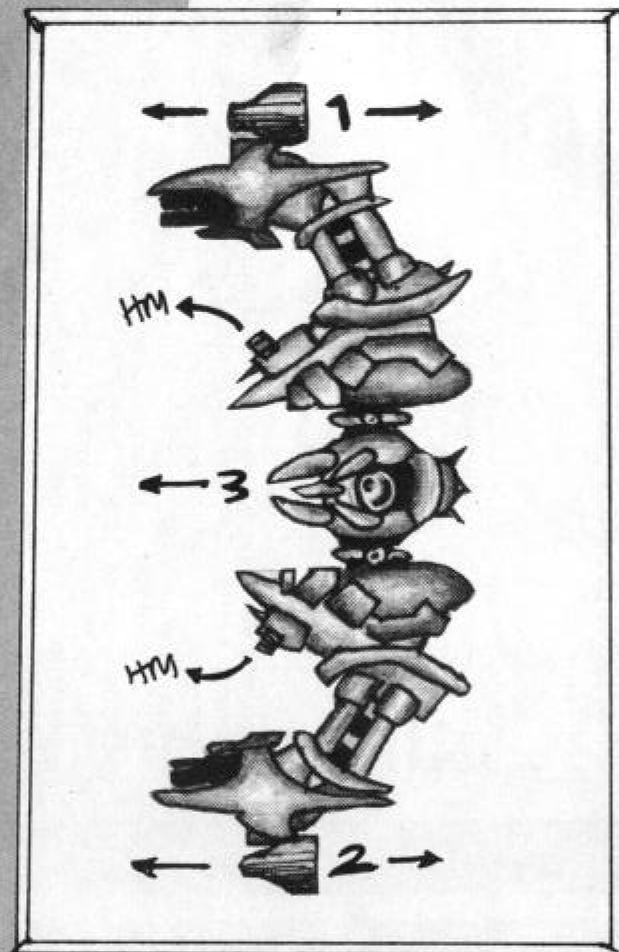


Trooper – Final Bad Guy



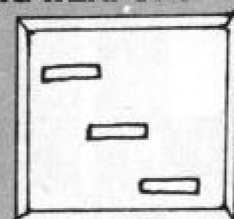
Destroy either the Pump or kill 7 to kill the other

Walker – Final Bad Guy on level



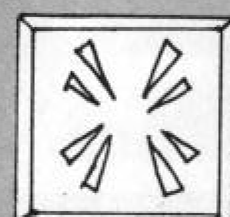
FLYING WEAPONS

LEVEL 1



SHOT

Positions:	5/13
Inc:	1
Cost:	100
Max:	4
Points:	1



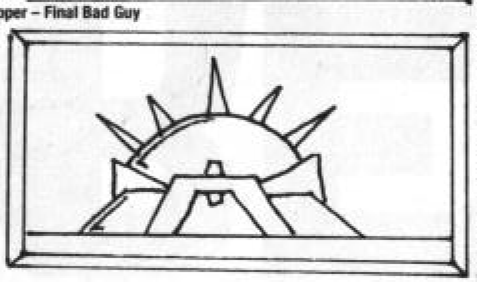
RADIAN

Positions:	2/4/6/8/10/12/14/16
Inc:	1
Cost:	150
Max:	10
Points:	1

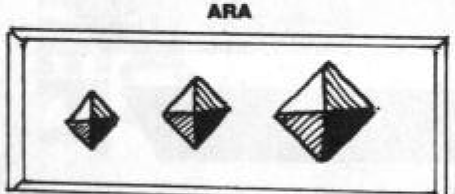


PLANET BUSTER

All planet busters in the game cost 500 ARA to prime.



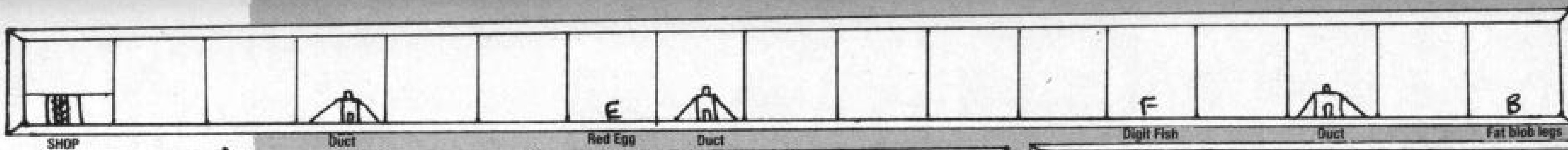
ARA

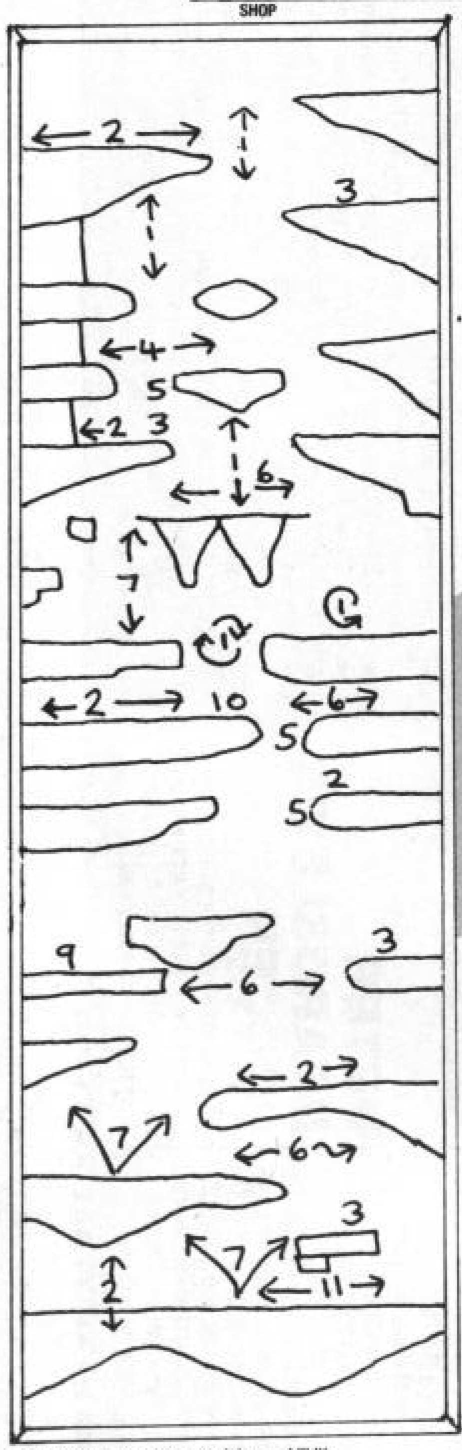




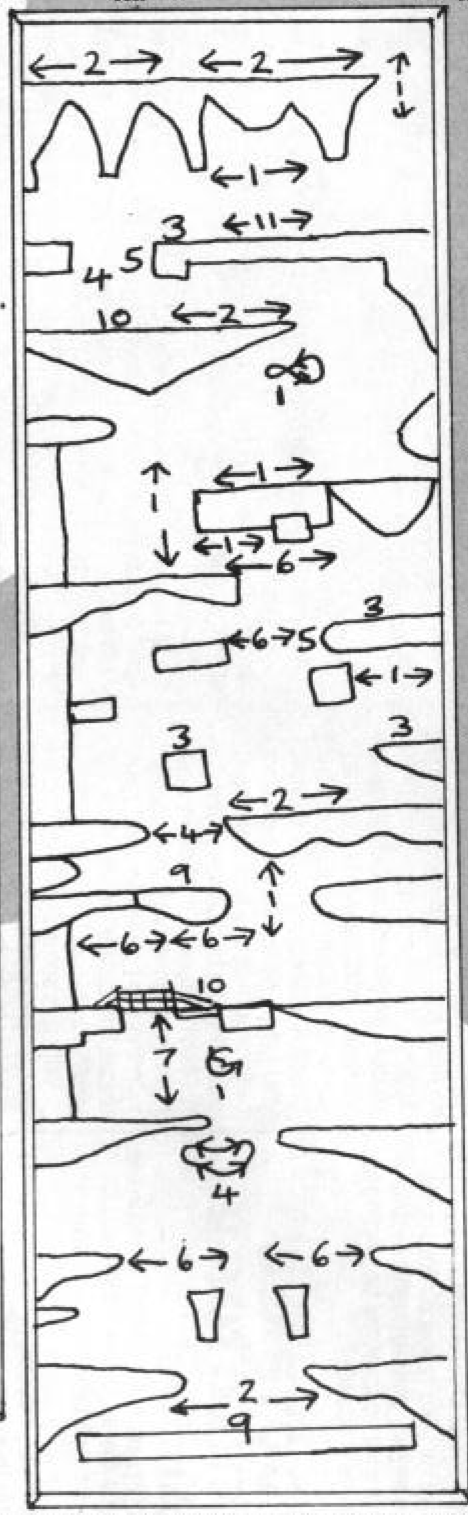
POW – Power energy level up to full

LEVEL 2 – IN THE HEART OF THE JUNGLE

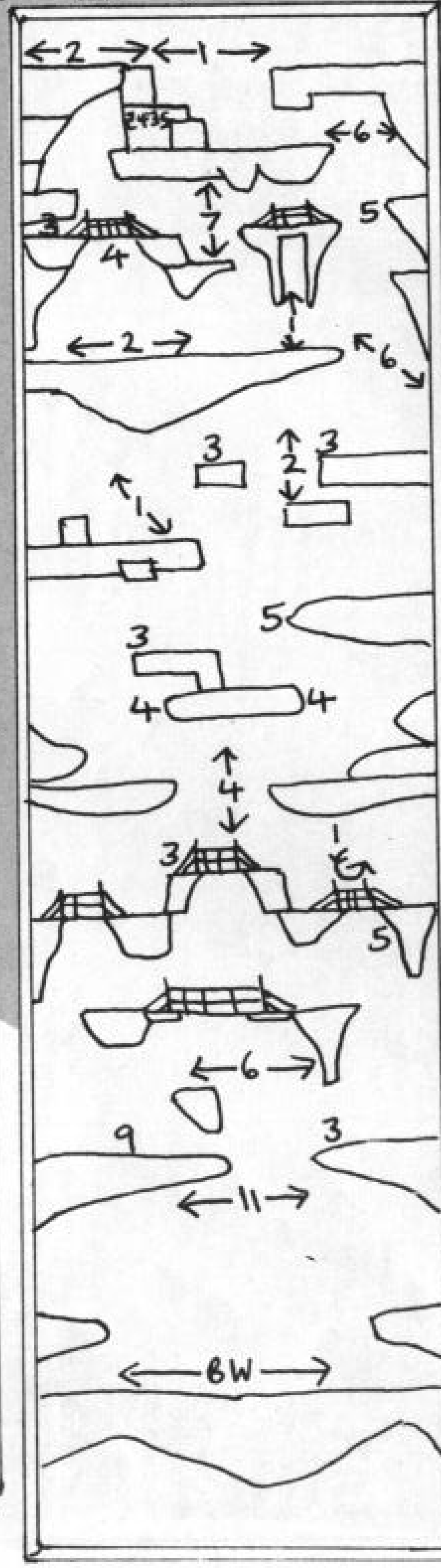




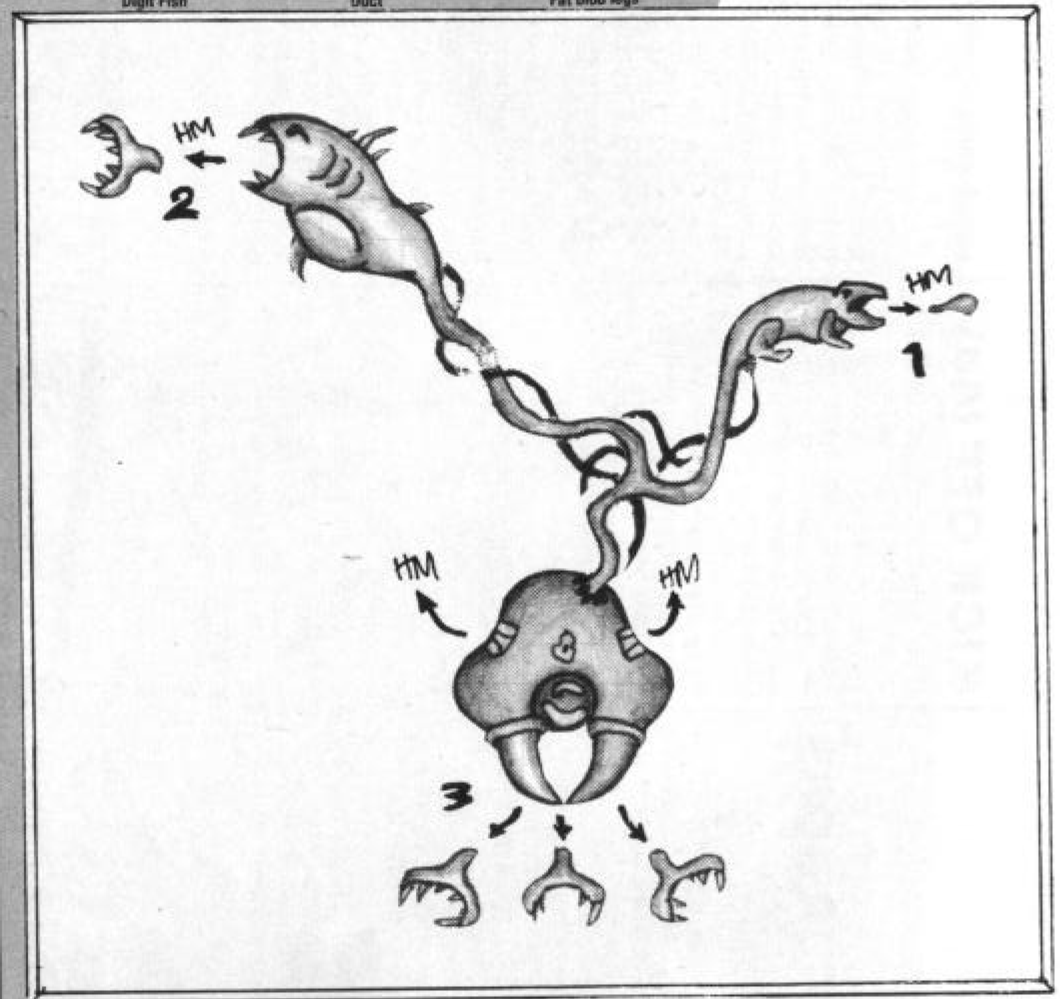
Blob creature bouncing up and down – kill it!



Final baddy is an 'Armless crab spitting out balls left and right – kill it!



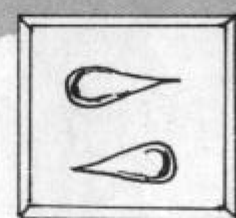
Big Warrior



THE CAST OF ALIENS

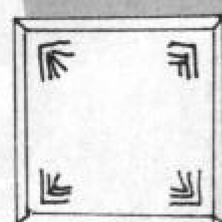
1. Eagle
2. Fat blob on legs
3. Head in the ground (Pops up)
4. Pulser
5. Blowtorcher (Can't kill)
6. Fatty blowfish
7. Big rock
8. Egg
9. 'Armless crab
10. Snapper (Can't kill)
11. Digit fish

LEVEL 2



SUPASHOT

Positions:	5/13
Inc:	2
Max:	8
Points:	1



QUAD

Inc:	2
Cost:	300
Max:	12
Points:	2

THE 'ERE WE GO SECTION

'Come on you Spurs! The Boys from White Hart Lane!!! Put the boot in! You *?!%$&£ blind or what, Ref?' – ah yes, phrases familiar to us all as Pig in a Poke puts on the footballer's boots, gets out the toilet rolls and legs it out onto the pitch for some footie tips!!

SOCCER SUPREMO (Amiga)

Low on money? Then sell a couple of players and take on apprentices. Sell the apprentices to Division 4 for around £400 – the price jumps according to the Division. For instance, it is possible to sell players in Division 1 for £40,000. Keep selecting sell until you are offered a decent price. Don't sell too many players or the game will crash (!).

If you want to win every match you play, save your position at the start of the season and play a match: save after every win, reload after each loss. Doing this you'll reach the top of the 1st Division.

FOOTBALL DIRECTOR

Ole B Madsen **is also in the footballing mood with tips for what he calls 'the best football manager game ever written' (if so, then why's there a sequel??). Here's how to get an unlimited amount of money in one easy move.**

Just before you're going to play the last league match of the season you can sell an unlimited amount of shares without being fired by your fellow directors. All the money gained by this selling of shares is yours at the beginning of the next season!

FOOTBALL DIRECTOR 2 (Amiga)

Short of money again? When in the main menu, press **CTRL** and **C** together to stop the program and enter

AL=AL+500000 (with a **RETURN** after that).

CONT with a **RETURN** takes you back into the game with masses of spondulicks (don't have too much cash or the directors may well grab some of it).

Remember that when a player is 26 or under you only need to pay him £1 per week (!!!). Should you wish to leave a club, sell 100,000 shares and the board will sack you. Go to offers/negotiations and choose yourself a new club.

SOCCER BOSS (64)

How to get lots of money by doing very little (No. 345) from Simons Tom, **Belgium, who'd like to say hello to Dave Heuten, so there we are.**

Check with your bank manager, then when he asks you the amount of loan required type a row of **9**s (make sure there are 39 or more of them) and press **Return** after that. The computer will give you an error message and jump you out of the game. Now type

9908 CA=9999. . . . (make sure there are 38 **9**s in there). Make sure you do this before you played because the season will start all over again.

EMLYN HUGHES INTERNATIONAL SOCCER (64)

Here's how to win on the highest skill level (Level 10) without mutating into Emlyn himself and screaming 'I know it! I know it!' all the time. Thanks to Sam Sadat **of far away Bahrain for this one! Anyone else out there from distant lands?**

First of all, go to the options and change the skill level from 1 to 10 and then move one step under it and change the equal skills from a cross to a tick.

After that, play a friendly match against the computer. During the match, when you have the ball, just keep on going towards the goal (without pushing the fire button). When a defender comes towards you (when he is just an inch away before getting the ball from you) push the fire button very, very quickly!!! You will (hopefully) pass right through him: do the same with the next defender and you should go all the way to the goal and score!

With this solution you can score almost two goals every minute (well I do!). Couldn't be easier, eh?

PETER BEARDSLEY'S SOCCER

To prevent any other players from tackling the ball away from you keep tapping the ball as you run (just tap that fire button).

KICK OFF (64)

Press SPACE and it will quit the game (but the scores will remain). Instead of pressing fire to kick off, keep chipping the ball until it goes into the opponent's net and then press fire to score! **(Tip from** The Cannock Mafia**)**

Save a league game when you are at the top and then when you next play you only have more match to play – win this and you win the league! Easy.

MICROPROSE SOCCER

If you are beating a good team and you don't want to lose you must win a corner. Then, when you kick the ball, run towards it with your other player and the goalie will come out. Take it out of the area and no one will come towards you! **(Tip from** Trevor Lock **of Swanage, Dorset).**

Play the game as normal and when you lose, just watch the game up to the final – see who is playing and exit. reselect teams and enter your name as one of the teams in the final. Continue the old tournament and Hey Presto! You're in the final.

FIGHTING SOCCER

Scott Brown **of Hoddesdon is mad, raving mad! Well he must be if he decided to play *Fighting Soccer* on the 64 for more than a minute (he says he's played it for hours – is this the same *Fighting Soccer* we're talking about?!).**

All you have to do is run up the pitch in line with the penalty spot (you may have to dodge a few players). Keep level with the spot and shoot, the goalie will miss the shot and it will go in.

RALLY CROSS SIMULATOR
(Code Masters)

Jon Barry **returns to save face, namely mine as it's cock-up corner time again! Yep, the *Rally Cross* pokes in Issue 55 didn't work. But here we see corrected pokes.**

POKE 6827,189 **– Disable the timer**
POKE 6263,189: POKE 13636,189 **– Infinite fuel, water and oil**
POKE 5848,8: POKE 5868,8 **– Start with 8888 points**
POKE 51164,0 **– 2 player/joystick (port 2)**
POKE 52705,189 **– No loss of add-ons**
POKE 8854,x **– Car 1 colour**
POKE 8859,y **– Car 2 colour**
POKE 8864,z **– Computer car colour**

HARD DRIVIN'
(Domark)

General tips for Hard Drivers (or is it Hard Driver'?!) on the Amiga . . .

► Use the Speed Track to qualify for the Phantom Photon race. If you don't qualify on the first lap keep going round, you may well do it a second time around!

▷ **When you skid round a corner, turn back into the skid to keep going (tap the brakes a few times if the bend is relatively sharp). Driving onto the grass is your best option if you want to slow down fast (combined with brakes).**

► The computer-controlled Phantom is so slow it's unbelievable!! Even if you take it slow around the Bank he may well not have got out of the dip before you go over the Bridge above him! Any future 'Phantoms' aren't so easy (after all, you're racing yourself or a friend from then on!).

▷ **Experiment over the hills and down the dips! The first descending hill on the Stunt Track can be taken at really high speeds and so can the other dips and hills on both courses (regardless of what the signs say). Practice them a lot as along with the Loop they're the best places to get into the lead when you're up against the Phantom.**

The Bridge
Along with the Bank this is equally tough and small errors are about all you can get away with. 60 mph is the recommended jump speed and you'd best stick to it, 70 mph jumps are possible (maybe even 75 mph if you're very lucky) but make sure you slam the brakes on ready for a

STUNT CAR RACER
(MicroStyle)

Jason (Jaz) Binder **of ye olde Chippenham in Wiltshire is first over the jumps, round the bends, and across the finishing line with these tips for the stomach-churning *Stunt Car Racer.* Following up the very next day was** R Sudra **of Romford in Essex who'd like us to say hello to Leigh 'ard Butler and Am 'The Skinnie Man' as it would make their day – very well, hello.**

It's a VERY good idea to practise, practise, and practise again so that you know the exact way around each course. The game isn't too vicious in the lower Divisions and you can even get away with the odd crash. Progress to Division 3 and beyond and it's not so lenient so use that practice feature.

The Courses

The Stepping Stones – Fairly standard high-rise racing up to the stones. Hit them at around 140 and use boost if necessary on the last few.

The High Jump – Accelerate to top speed with full boost at the start to give you enough speed to jump the pillar in the middle. You can bounce your way over the pillar if you're speed isn't quite top-whack (causing minor damage). However there's a fair chance that you'll slide afterwards – if so, bye bye car!

The Roller Coaster – Don't go too fast as you pass the start line otherwise you'll miss the first corner – around the 150 mark should do it. It's pretty obvious but the actual Coaster is THE place for picking up speed (with boost).

The Little Ramp – The easiest course of all and you may as well go for it; hit the jump at about 150.

The Draw Bridge - DON'T hit the bridge while it is up – just wait until it's on its way down before attempting it (a little earlier if you're waiting at the bottom with the engine idling).

The Ski Jump – Don't go too fast on the first left turn or you'll go flying over the next corner. After that you may as well go for it. This is one of the few courses where it pays to go like mad (barring the first turns, of course). If you reach top speed as you reach the jump then you *should* (in theory) touch down neatly on the down slope following it. Nicely done!

The Big Ramp – A good speed is needed at the start for the first two 'small' ramps; about 170 is best. You will need to be travelling at about 210 for the big jump itself.

The Hump Back – It may look easy but it sure as anything isn't if you go too fast. If you find yourself going over it at top speed you may well float over and smack into the corner after the hump. Only use boost where it is a necessity (at the start/finish mainly).

General Tips

It is best to use the Turbo Boost in even amounts while you roar around the track (depending on the course of course! (?)). Use a bit extra boost at the start to pull in front of your competitor (especially if it's 'Bully Boy').

Try not to hit your opponent on a corner as you will most likely come off as well. If you must hit him, try not to run into the back of him – best to nudge him from the side. A point that people don't think about is when you've just taken a jump take your finger off the fire button. It just wastes valuable boost units when the adrenalin's pumping.

(While we're on the subject, has anyone ever seen the computer opponent crash? It can't be that perfect, can it?).

The best drivers and how to beat them

Whizz Kid – At first, stay behind and follow him, watch out for his characteristics and, if you get a chance, boost directly behind him until he blocks your vision (some knowledge of the track will help) then pull left then right and he's outta your way. Save this till the end.

Hot Rod – The same rules apply as the Whizz Kid. Don't overtake till nearly the end of the race.

The Dodger – In my opinion he's the hardest. If you get to the 1st Division then you should have a lot of skill. All you do is battle, you'll have to ram him out of your way if you can make it to the top.

Big Ed – The most annoying thing about him is the way he wheelies just in front of you when you get near, especially at the start. Take him on the jump; speed up, and jump over the big guy.

Dare Devil – The hardest of the lower order drivers but if you're good and know the track you can boost it on the bends and take him on the outside. It takes cool nerves and a joystick of steel.

bumpy landing. (It doesn't matter if you land on the transparent grey strip or not).

Take the Bridge at any more than 80 and you're *really* pushing your luck! (Let me know if you can do it!)

The Loop (Part 1)

A daunting structure for the novice but dead easy to get over once you know how. Before the loop there's a tight turn with a 40 mph safety speed. The only purpose for the sign is for indicating when you should start a 'controlled skid' (ie a slide/power drift).

Take the corner at 100 or more and as soon as you start to slide immediately rectify it with a turn back into the skid (left turn) and judicious use of the brakes. Try not to over-compensate and you should be lined up for the loop.

The Loop (Part 2)

It's best that you select right hand drive before going over the top. The reason for this is that the loop moves to the right while you go over and you need to keep with it. Take it at 100 mph plus (you probably won't manage any more than that after recovering from the bend).

Use the centre road lines as guidance all the way through and as soon as you drift to the left slam the car to the far right to keep on the (now upside-down) road – the hard part is over but you should rectify the right movement with a partial left turn followed by a final small right turn to get you through and out the other side!

Make sure you stay over the right side if a car is coming over the opposite way and be even more careful if there's a car going over in the same direction (wait for it to go over before looping).

The Loop (Part 3)

If you don't fancy looping you can always take it slow and force your way through the gap on the right hand side where the loop begins and the loop ends (you'll know what I mean when you see it). Unfortunately you end up on the grass with little time to recover and even worse you might well flip up on two wheels and go flying – however, it does work . . . if the computer is a nice mood!!

The Bank

A real son of a gun if you get it wrong but not *too* hard if you take it real careful!

Approach on the right hand side at whatever ridiculously high speed you want but make sure you're decelerating by the time you pass the warning sign. Move over to the left and slide the car in using brakes A LOT!!! Now you can either. . . .

a) Keep the car in a left turn until you regain control and then lessen off the degree of left turn (the steer indicator can be just left of the centre to get you through).

or

b) Keep the car going in a tight turn and let go of the brakes every so often to slide you round. Get near the edge and put those brakes back on again sharpish!

A VERY risky method with a VERY low success rate is to go round the *wrong* side of the bank. Leave the road at the start of the bank (preferably just before), hug the back edge of the bank wall and *keep going* if you're to get back on the road in time! (Good luck if you can do it!).

Alternatively, keep on the left side of the bank, occasionally popping onto the road to reset the 'Off Road' counter (watch out for the invisible barriers though!).

POWER DRIFT
(Activision)

I expected some tips on this great Sizzler racer but I didn't quite expect to see maps! Here we are with Colin Harding of Swinton, Manchester providing the maps for each circuit of the five courses. Many thanks, Colin! The tipettes come courtesy of myself.

Although they're primarily for the 64 game there's no reason why these maps and tips can't be applied to the Amiga game – it's difficult enough with all that mess of graphics; you need all the help you can get!

Now, has anyone found a cheat mode for *Power Drift* on the 64?

Course A

Circuit 1 – As you race under the bridges there's only a few hills so no sweat to start off.

Circuit 2 – A few minor twists and turns but watch for the sharp left turn just before the finish line.

Circuit 3 – You shouldn't have any problems as it's all on the ground with no surprise turns.

Circuit 4 – The 3rd bend is a long one followed up by a tricky chicane before the finish line.

Circuit 5 – The tight turns together with centrifugal forces and a high rise finish line make life very difficult.

Course B

Circuit 1 – If you can't do this one then get back in your pram!

Circuit 2 – No problems whatsoever with few turns to worry about.

Circuit 3 – High-rise stuff with a couple of long turns but no worries otherwise.

Circuit 4 – A couple of chicanes to catch the unwary but easy enough even with centrifugal forces.

Circuit 5 – Twists and turns galore but little else. Easiest final level of all the courses.

Course C

Circuit 1 – Best looking course with palm trees flashing past (well I think so). Again, dead easy.

Circuit 2 – A couple of bends on the ground and a nasty set of four turns towards the end of the circuit but be grateful it's not a later circuit!

Circuit 3 – The worst tracks are on the ground with some sharp turns followed by high-rise racing under the girders.

Circuit 4 – A lot of twists and turns, use the brakes a lot through this very tricky circuit!

Circuit 5 – This circuit is totally elevated so watch your step, especially on the chicane after the start and the tight turn following it.

Course D

Circuit 1 – A couple of relatively sudden bends after the first hill but nothing to worry about. Watch out for other cars though!

Circuit 2 – The second hill in this circuit is tricky and so is the chicane at the end – other than that, dead easy!

Circuit 3 – Watch the sudden turn after the hill and the following double chicane near the finishing line.

Circuit 4 – Watch the left, right, and left again turns at the start: the other cars at this point are right road hogs (road Hoggs??). Also watch out for the left turn on the hill.

Circuit 5 – A nasty chicane just before the finish can turn your race into a nightmare very easily, so take care! Watch out for the rapid change of direction following the straight at the start.

Course E

Circuit 1 – This is all stratosphere racing action so watch that you don't clip the girders on the turns.

Circuit 2 – Beware the sharp right turns immediately following the first two hills and be prepared for the very sudden left turn after the third hill.

Circuit 3 – This course is right turns all the way so you know which side of the road to stay on. Very tricky on the hills unless you're prepared.

Circuit 4 – Watch which way you're facing when you go over the ramps! Just a little too much left or right and you're off! Keep an eye out for the second ramp, it comes up pretty quickly!

Circuit 5 – Not too bad a course with no nasty chicanes, ledges or ramps - take that second turn a little slower than normal so you don't plough into the tricky third turn too fast

General Tips

● When the race starts swerve down the middle of the road between the cars and you should get through to 1st position.

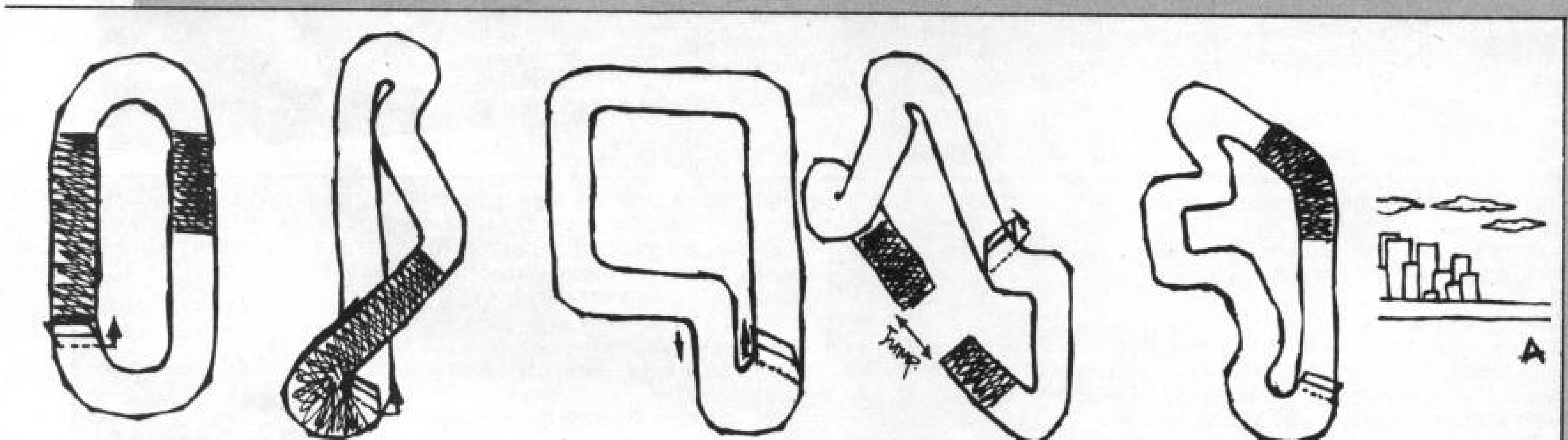
○ **Try to avoid other cars wherever possible. On the lower levels the collision detection is fairly lenient but later levels can see you spin off for even the slightest of bumps.**

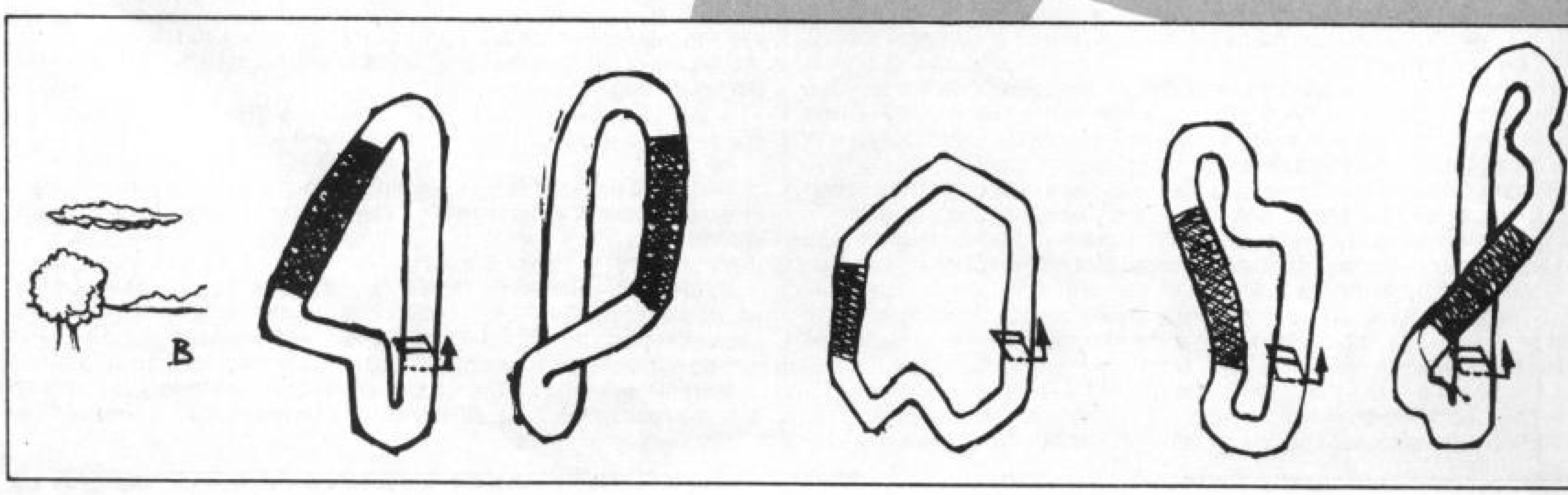
● If you know which way the next bend turns move over to the inside of the curve to lessen the distance you drift. Get it wrong and you're *really* punished for it on the later circuits!

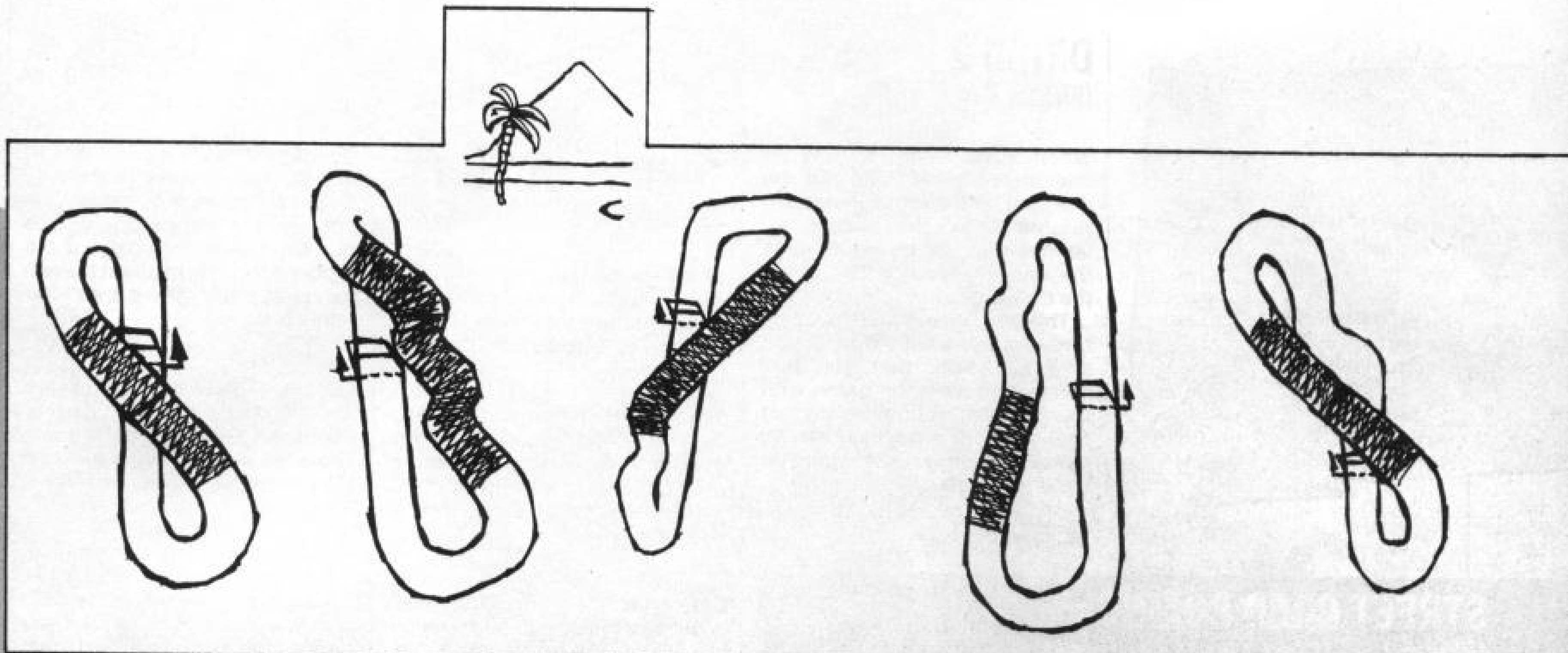
○ **If you're going to crash, try and fall off a ledge rather than hit a car or a side object (not that you can do much about it!). You get back onto the road a lot more quickly and lose less time as a result.**

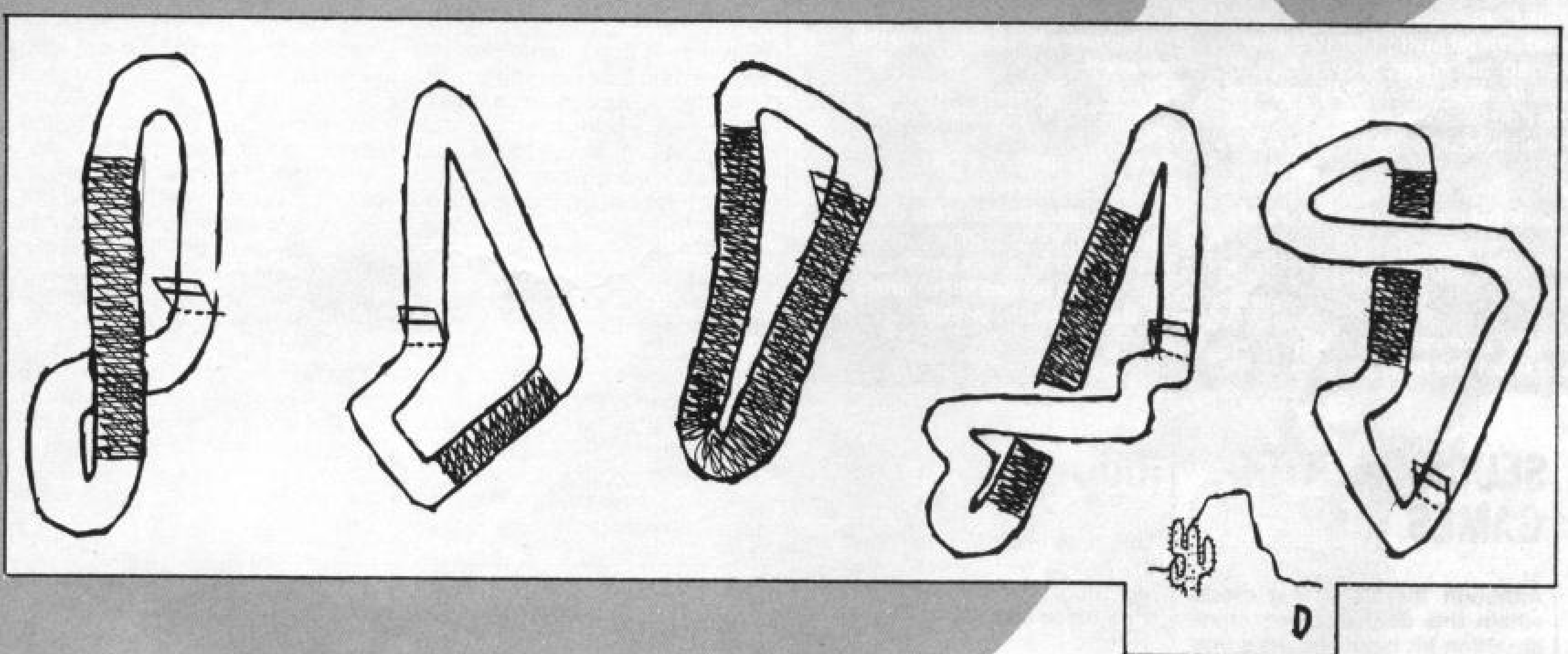
● Don't be afraid to use the brakes a lot on the higher levels (especially the 5th circuit). Being overtaken by one car because you were slow is better than three (or more!) because you crashed!

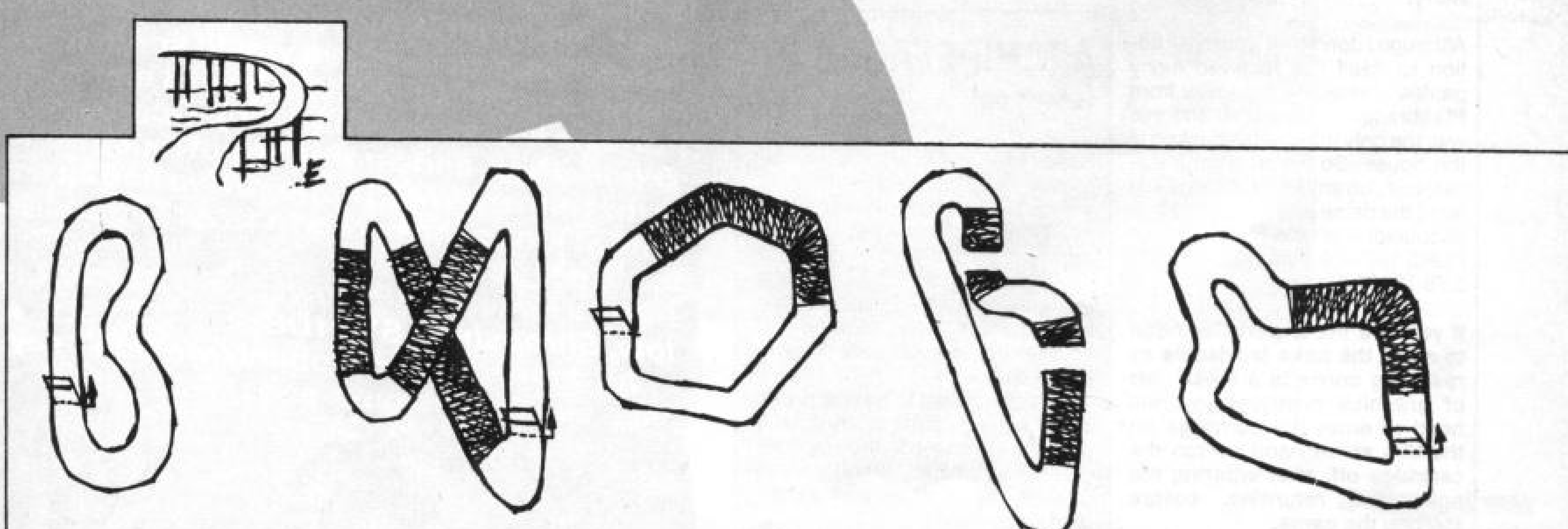
○ **Try not to oversteer on the lower circuits and avoid understeering on the higher levels. The 3rd circuit of each course is easy enough providing you're quick to respond to changes in the road's direction.**






C


D


E

PIPELINE
(Empire)

I played this one a while back on the 16-bits and great fun it was too. We haven't seen the 64 game yet but here we are with the codes, better see if we can get the game I guess. Here we are with the codes then.

FOLD, TEAR, DUCT, EYES, PEAS, PODS, EGGS (Weird huh?)

DRUID 2
(Firebird)

When you reach a new or unexplored plane take out the disk and kill the druid. Instead of returning to the village of Ishmah you will be returned to the plane that you died on; insert the disk again.

This can be repeated as many times as you want although you lose all spells that you had before and start the game with the normal complement of spells, golem, food, keys etc. As a result you may not last long on the later levels.

STREET CRED BOXING
(Players)

These pokes from The Banana are for the disk version of this pretty dire game. Again, you need a reset switch for this one.

Load the game, reset it, and type them in on the title screen (the one where you have to clout the punchbag).

POKE 4451,(0-255) for the amount of men you have to qualify
SYS 2064 to get things going again

Qualify your players and load and reset the next part

POKE 20204,255 for infinite lives
POKE 25345,(0-255) for the number of fighters you have to beat before you can go onto the next level
POKE 4715,(0-255): POKE 4720,(0-255) to change screen colours
POKE 7354,(0-255): POKE 7418,(0-255) to change screen colours (again but different ones!)
POKE 5740,(0-255):POKE 5024,(0-255) to select sprite sizes
SYS 2064 to go out there and kick Bananas (Er, yeah!).

SEUCK-CREATED GAMES

Although there's a test mode within this dashed clever construction kit how's about some cheats for the games created by it? Well, come on down Jon Barry!

Although I don't own the construction kit itself I've received many games created by this utility from PD libraries. I was bored and this was the only thing left unhacked in the house. So if you want invulnerability on any SEUCK game just reset the game (with a reset switch of course) and type
POKE 19214,0 (Return)
SYS 16992 (Return)

If you use the Expert Cartridge to enter the poke (advisable as resetting corrupts a small part of graphics memory) you will need to enter the cartridge on the title screen and switch the cartridge off, after entering the poke and returning, before starting the game.

RAIDER

This pale imitation of *Thrust* on the Amiga won't have you playing much longer once you've tried these codes out.

SHOT, DYKE, HIGH, LINK, PEAR, KILN, BAND

ARCHIPELAGOS
(Logotron)

Keep your eyes on the Necromancer at all times as he destroys your brain (what a rotten sod). If he is threatening a bridge, build a 'dummy' bar of land and lead it away into the sea. This relieves the pressure for a while but a stranded Necromancer will teleport to another island eventually to carry on his dirty work.

Do not connect to an island with blood eggs on. When they burst it spreads its poison to the whole lot of the connected islands, even through the sand as well as the land connections.

TURBO OUT RUN
(US Gold)

Great game. Here we go with some handy tips for the first half of the game, from New York to Atlanta, let's go burning!!!

New York – Nothing to worry about, just use two turbos down 5th Avenue but watch the narrow roads around the halfway mark particularly with cars milling around.

Washington DC – There are two sets of barriers to turbo through and a few jumps. The police are out in force along with quite a few twists to the road so DON'T turbo until you're through the danger areas.

Pittsburgh – Don't turbo after the second turn, it's a very sharp bend to the left so slow down a little (a LOT if you are going round with the turbo blazing). You can just get away with nicking the edge of the road at this point without crashing.

Indianapolis – This is a short course but there are some real vicious turns along the way, particularly at the start. The first bend is to the left and isn't too bad, but for the second bend (another left) it's a wise move to slow down! As ever, time is tight when you approach the checkpoints so be safe and slow rather than take unnecessary risks (ie don't crash!).

Checkpoint – It's a good idea to get Hi-grip tires for the bends ahead in the next 4 stages. The engine is a secondary choice but don't even think about the higher power turbo; best leave it for roads where there aren't too many bends.

Chicago – The second city turn is a sharp one to the right so be prepared and keep over to the right. There are a few hills to race over but once again the mass of cars is the problem here.

St Louis – On this section we meet the first fork in the road; the barrels dictate the directions of the road and slow you down slightly if you run through them (good fun to ram through them though!). The road narrows significantly after the barrels so forget about turboing through most of the second half of this section. The final run can be turboed through to take you onto the next section.

Memphis – There are a LOT of turns in this section so take care and slow down if need be. You can get away with a turbo at the start but don't try it on the tight bends until you can see the tumbleweed. From there on, the road is relatively straight with a wide final section as you go across the line.

Atlanta – No problem. There's a narrow turn at the end but for most of this stretch of road using the turbo is no problem. There's very little in the way of roadside objects as well which helps a lot when the time limit is tight.

Well there we are, another *Pig in a Poke* done and more farthings in me pocket (who says Ludlow is behind the times?). Mega tips and solutions on *It Came from the Desert* would be most appreciated, as would some tips/cheats for *Chase HQ* (that level 3 enemy Porsche is unbelievably fast!), *Operation Thunderbolt*, and *Snare* (I'm not much better at that either). Well, I hope you've had an ace time at Xmas and here's to 1990! The address is, as per usual . . .
Pig in a Poke, ZZAP! Towers, PO Box 10, Ludlow, Shropshire, SY8 1DB.
As James Whale probably wouldn't say, 'see you around guys and gals!'.

DAN DARE 3

Virgin Games, C64 £9.99 cassette, £14.99 disk

Dan Dare has come a long way since his exploits in *The Eagle* comic and the two earlier computer games. It seems all that fighting the Mekon and his many armies of green Treens has taken its toll on the 40-year-old hero. Dan the man has, amazingly enough, been captured by old Green Bonce and held on board a scientific satellite orbiting Venus.

Getting out his old jet pack, he bobs around the ship in search of an escape shuttle. One swift search later, one such vehicle is found but alas it's out of gas. Dan is in a real fix now as there's no Four Star petrol pumps around, so it's back into the satellite to collect the necessary fuel cans (50 lbs worth), blast any aliens, and get out in time for a swift pint with Digby back on terra firma.

The station is made up of five levels. Each room has its own bunch of aliens pleading to be shot, some of which guard the teleporter leading to the next level. Going through teleporters (which look suspiciously like futuristic shower units!) is a real mind-bending trip as Dan soars through space, trying to keep in the confines of the onrushing Warp Gate. Wander out of them and energy is lost: lose too much and bang goes a life, sending you back where you started.

Locate the computer terminal and there's weapons to be bought: smart bombs, bouncing bombs, extra ammo for Dan's blaster, even the odd extra life. The aliens are quite friendly once they're dead because they give Dan cash with which to buy firepower. The many Mekon clones sitting around on each level are just as amicable, providing Dan can show them the finer subtleties of a blaster first! Oh, and don't run out of jetpack fuel Dan, or you'll lose one of four lives. Dan Dare lose a life? That would upset your young (and old) fans no end!!



Dan Dare's had a good run of games on the C64. The first one was excellent and the sequel wasn't bad either, offering a good mix of shoot-'em-up action and strategy. Sadly *Dan Dare III* doesn't live up to these high standards. The gameplay is too simple to sustain interest for very long: there's a distinct lack of interaction and variety. It's a real shame that the action is so similar on each level and this is more like a remake of *Dan Dare II* only not as sophisticated.

The graphics are all pretty good though, with lots of colour splashed around and the shower-cum-teleporter is a great graphic. Despite its simplicity gameplay is fun for a while, but £10 is too much for such a limited game.



▲ Dan Dare boldly takes on the Mekons (the alien not the group, silly).

▼ Dan floats through the Mekons' weird teleporter.





Dan Dare III was developed for the Spectrum by the people who wrote *Savage* and *Trantor*, and as you'd expect it's a pretty spectacular game on that machine. But lots and lots of colour with minimal attribute clash is, thankfully, nothing special on the C64. That leaves gameplay which, while initially quite fun, lacks the variety to keep you playing. The levels are just too samey. Nevertheless, as you'd expect, Nick Jones has produced an excellent conversion. Smooth, multi-directional scrolling and some nice graphics promise a better game than is there.

amiga

Amiga *Dan Dare* should be with us very soon indeed for £19.99

update

PRESENTATION 73%
Keyboard and redefine keys option, attractive star effect behind the credits, but no high-score table.

GRAPHICS 80%
Excellent shading wherever you look, rapid scrolling, rewarding explosion effects and a fast moving teleporting scene. Not all that varied later on though.

SOUND 77%
A bouncy, modern title tune together with a short but upbeat redefine-keys tune. A number of well done in-game FX.

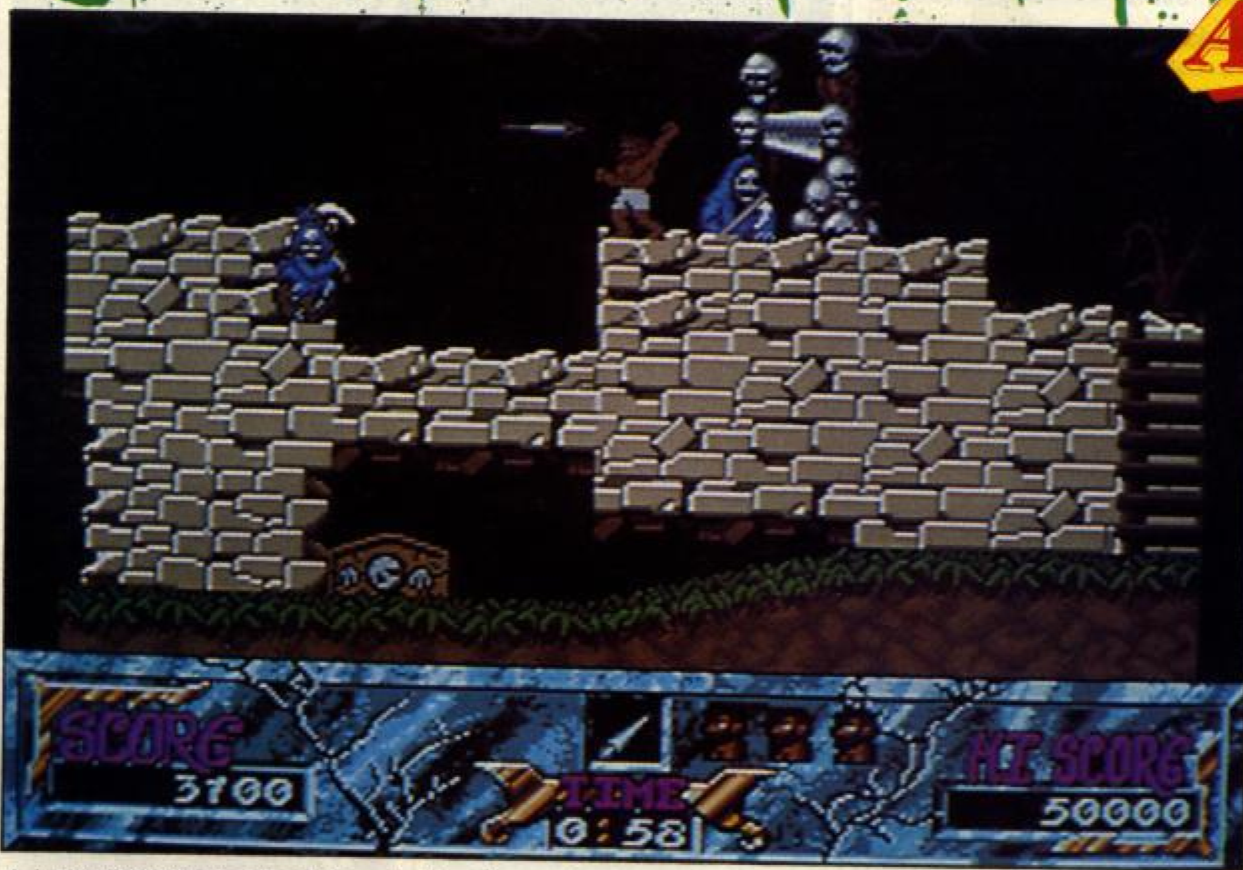
HOOKABILITY 67%
A hard game to get into but mapping it out is rewarding.

LASTABILITY 54%
Repetitive gameplay with little variety later on proves a major problem.

OVERALL 60%

If you liked the *Dan Dare* character (a heck of a lot!) you may 'dare' to spend a tenner on this one!

Ghouls 'n' Ghosts



▲ Level one and Art's already down to his underwear!

US Gold, Amiga £19.99

How many times must brave Arthur rescue his fairytale princess? – after saving her in the original *Ghost 'N' Goblins* and then last month in C64 *Ghouls 'N' Ghosts* he's got to do it all again in the Amiga version!

Yes, Princess Hus has yet again been abducted by a nasty demon. Once more Arthur dons his suit of armour and sets off to perform another mammoth rescue operation.

The first of five levels is set in a graveyard with scythe-wielding zombies, vultures, and guillotines to watch out for. On contact the nasties destroy Art's armour, leaving him in just his underwear and vulnerable to death if hit a second time. To defend his honour Art can lob lances, which can be swapped for axes, daggers, and firebombs (Robin's favourite!) – by collecting pots left behind by dead (?!) ghouls.

For more powerful magic weapons Art can open the treasure chests which appear. However, some of the chests contain a nasty wizard who temporarily turns Art into a duck!

All levels are loaded in from disk and each has a checkpoint halfway through to which Art is returned if he dies in the second half. To help Art in his extremely tough mission, three continue-plays have been provided.

If Art manages to get past the fire-spitting demon at the end of level one, he is transported to earthquake city with its crumbling bridges, rock turtles, and bats. Level three differs from the rest in that Art travels upwards on a rising platform and must be guided carefully through the ledges of a tower while avoiding hordes of airborne creatures.

Level four is set amongst the skeletons of long-dead monsters with waving hands and a sea monster to defeat. The fifth and final level is even tougher: Art must get to the top of a large castle inhabited by all manner of demons, including a huge end-of-level insect, before taking on Lucifer himself. If the red devil is defeated, Art can at last have some peace – at least until Elite release the Amiga version of the prequel; *Ghosts 'N' Goblins*!



Although this is nowhere near as technically impressive as the amazing 64 version, it is enormously playable. The only flaw is that it's just that bit too tough – if even Robin finds it difficult, most people will find it impossible! Still, the great platforms and ladders gameplay is very enjoyable with the five fairly different levels providing plenty of variety. The graphics are also widely varied and attractive although never really amazing. What does impress – as on the 64 – is the gorgeous soundtrack. Tim Follin has provided three excellent, atmospheric in-game tunes plus a brilliant 'folk rock' title tune.

In short, *Ghouls* is a very good conversion, marred only slightly by its toughness.



Firstly, one must congratulate Software Creations for really uprating the ST game. There's lots more background graphics and the colour scheme is slightly richer. Given the usual tight schedule for these games it's good to see *Ghouls* isn't a straight port. Yet at the same time it's obvious this isn't a game written for the Amiga. If it had been it could've been much closer to the arcade game. On a brighter note, the tunes are all very good. Level one's is excellent, with a superb 'rushing' effect which slowly builds up.

The basic gameplay is obviously much the same as the C64, but more difficult which can be irritating. Lacking the C64's amazing presentation, and significant improvements in gameplay, Amiga *Ghouls* just misses out on an award. But for just £20 it's heartily recommended as a great test of arcade reactions.

▼ Level two's Fire Dog makes a Rottweiler look cute and cuddly be comparison.



PRESENTATION 80%
Average loading screen, but nice intro tune, continue-plays, and neat quit option.

GRAPHICS 82%
Attractive and varied.

SOUND 96%
Incredibly atmospheric in-game tunes.

HOOKABILITY 83%
Only the tough nature of the gameplay detracts from the instant arcade appeal.

LASTABILITY 86%
Certainly challenging with five large, tough levels.

OVERALL 85%
A tough but immensely playable coin-op conversion.

ZZAP! TEST

IRON LORD

UbiSoft, C64 £9.99 cassette, £14.99 disk; £24.99 Amiga.

Returning to France from brave exploits in the Holy Crusades, the Iron Lord finds that things have not gone well in his absence – his favourite uncle has nabbed his throne!

He immediately decides to retake the throne and bring peace back to the land. The question is how? His tyrant uncle has many forces to hand and the only people who can help are those in the surrounding villages, and even they aren't that friendly.

Within the locality are seven locations to explore. Exploration is conducted by moving the character around a scrolling overhead map of the location.

The villages are strangely devoid of people wandering about, but searching the buildings can reveal such characters as a herbalist with items to sell or a swindler ready to con you out of your hard-earned gold coins.

An archery contest is to be found nearby where the reward for a keen eye is lots of cash. In the gambling hall more money can be won in the arm-wrestling and dice-throwing contests. All this cash is used for hiring soldiers and weapons to fight the uncle in a multiloaded wargame.

Throwing a spanner into the works are a number of knights prepared to kill Iron Lord if they sight him. The knight fight is played out in 3-D – strike when the shield appears and deflect any skull-splitting blows.

If the Lord manages to make enough money to buy an army, and also proves his worth in combat, then it's off to the Chateau to command the forces of good. Victory leads to a final chase through a massive underground labyrinth.



▲ One of the seven main locations in *Iron Lord* (Amiga)



From what I'd heard about *Iron Lord* I was expecting a very deep *Defender of the Crown*-style game. It's a surprise then to find the first half so barren, with just a few locations in each town where you meet people, take part in rather simple events, or go on mini-quests. The 64 version is well presented with a pleasant tune, very professional start-up, and an excellent, authentic graphic quality throughout.

The Amiga game's graphics aren't as impressive for the machine and the first part of the game is identical to the C64, taking no advantage of extra memory to provide more depth. Still, there's plenty of game variety and both versions prove playable.



'*Defender Of The Crown* strikes again' is one of the first thoughts you may have upon seeing *Iron Lord*. And indeed, some superb Cinemaware-style screens together with realistic sounds effects, a mini-wargame, and maze game all bodes well. Interest falls away when you realise that there's little more than a dozen locations in the first level, and you begin to ask yourself, 'Is this all there is to it?'. Disk drive-less players could be in for more problems as the multi-load is very heavy on the 64. The Amiga game gets away with infrequent disk swapping but there's still quite a lot of disk accessing.

64

PRESENTATION 84%
Poster in the box, good inter-location screens, but annoying multi-load.

GRAPHICS 84%
Oddly defined characters but excellent static screens.

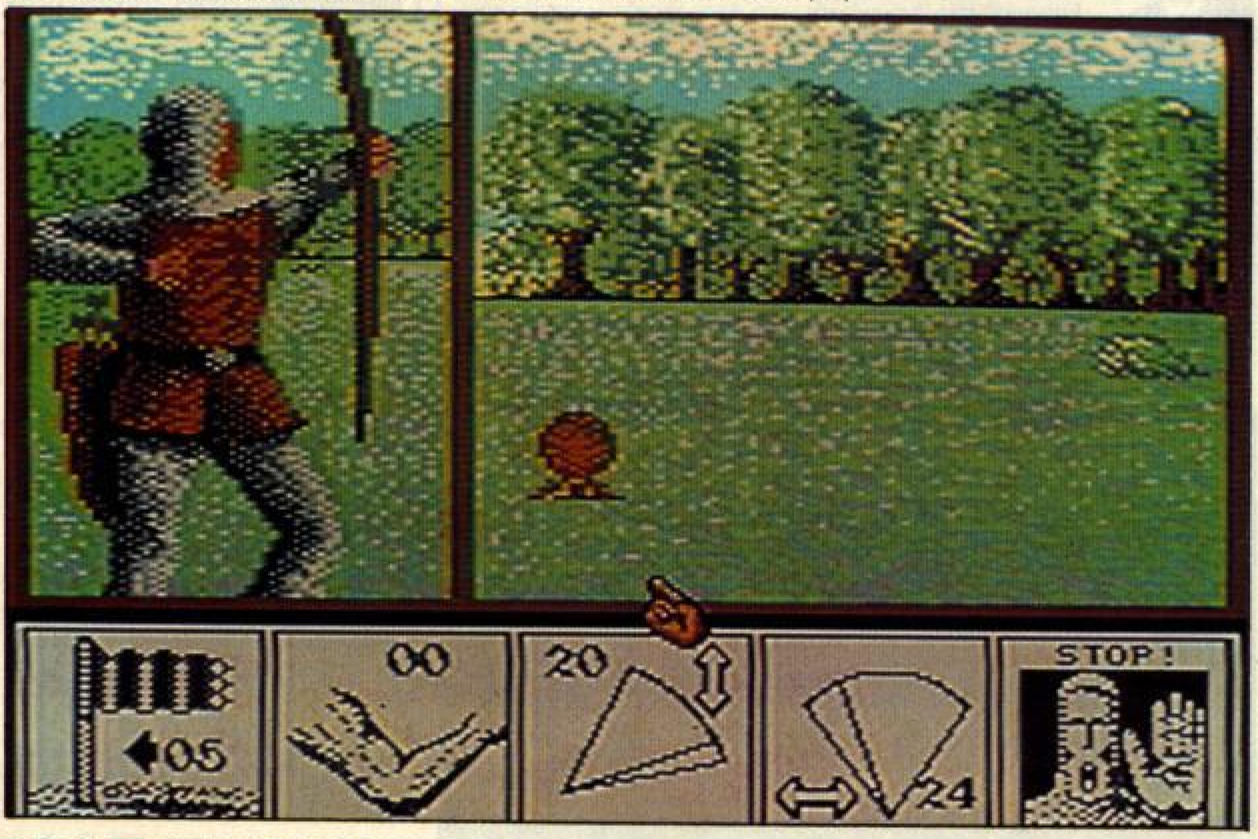
SOUND 78%
A stirring main tune with authentic effects adding atmosphere.

HOOKABILITY 79%
The promise of exploring a large French region grabs the attention. . . .

LASTABILITY 74%
. . . but level one might put some players off persevering.

OVERALL 75%
A very well presented *Defender of the Crown*-style game which seems rather disjointed.

▼ It's the *Golden Shot*, now where's Bob Monkhouse and Anthea Redfern? (C64)



amiga

PRESENTATION 70%
Poster, nice map screen and some neat inter-level scenes.

GRAPHICS 77%
Once again some of the people you talk with look rather odd, but otherwise very good.

SOUND 78%
Atmospheric medieval sound tracks help get you into the game.

HOOKABILITY 71%
Gameplay is identical to the C64 game – where are the 16-bit improvements?

LASTABILITY 72%
Again, one expected more of the Amiga.

OVERALL 71%
A nice-looking arcade/adventure/strategy/maze game!

Onslaught



▲ That nasty guardian will soon be 'armless in this Mind Duel.

Hewson, Amiga £24.99

Gargore is the appropriately named land where the rivers regularly run with blood from the battles of warring kingdoms. The armies fight under the banners of no less than 16 cults, worshipping gods and leaders such as Rimog, who collects human heads.

But there is hope in this divided land. Even the most insanely brave army is afraid of a 'fanatic'; solitary warriors who live to carve a place for themselves in history by skill in battle. Thanks to magical powers a fanatic can have the strength of an army . . . and you're one such mighty hero.

Once you start the game a 16x16 map screen is shown. Many of the locations are scenery – mountains, rivers etc – and can only be crossed if you have the correct talisman. To earn a talisman you must visit a temple and beat the guardian. This is a Mind Duel, and the guardian is represented by a head with four long arms – as it spits bullets you move your hand around the edge of the screen firing back, shortening the arms until it dies.

The majority of locations, however, are occupied by enemy troops. These include normal armies, Crusade armies (with improved enemy morale and firepower) and Plague armies (the undead). Once an army catches plague, it rapidly spreads to nearby locations.

There are fourteen different types of army, each with their own main attack weapon. Ballistic types have cannons, knightly-types have cavalry, and cauldron ones have men with pots full of boiling oil to pour on you.

Field Battles start with the player on the left of the screen, beside his glittering blue banner. Your objective is to fight through the enemy army and capture its banner. But if you let too many troops past you they might capture your banner, forcing you into a defensive Field Battle. To help you, various objects can be collected: weapons, spells, talismans, and bonuses. Weapons include crossbows, bombs, and various smart bombs. Six spells include 'restore energy' and 'freeze enemies'. The ten talismans can help clear plague and crusades – besides transporting you across scenery.

If you win your battle you lay siege to the enemy castle; essentially a Field Battle but with some towers to climb up. Capture the banner here and a Mind Duel begins. Win it and you've captured the location.

If it all seems too hard, there's a comprehensive edit mode to create your own worlds, plus a save/load option.



After much oohing and ahhing over the graphics and tune, *Onslaught* initially seemed a little shallow – run around bopping baddies. But once you read the extensive (yet still too small) instructions, the great variety of enemies and weapons becomes apparent. The cavalry and flying carpets are great; the skin-and-bone plague armies even better. Conquering a map is a formidable task, especially with just one life. But any sensible person will save before every battle. The actual arcade element hasn't got that much variety in how it plays, but the ability to design your own challenge more than compensates.



What great music there is to this game! The Maniacs of Noise have done yet another great soundtrack – there's even a tune that's straight from some Indian restaurant!! *Onslaught* the game is one of the toughest I know of with some really long levels to hack through, supported by some beautifully detailed sprites – the skeletal riders and warriors in the plague lands are great. Though I was a little concerned about a lack of gameplay variety there's certainly a lot in there with plagues and crusades to counter, the problems of terrain, and the different cults to fight against, each with its own methods of attack.

▼ A psychedelic field battle.



64

No plans for a C64 game.

update

PRESENTATION 90%
Lots of options, good save/load facility, and excellent edit mode.

GRAPHICS 87%
Lots of detail and variety in the enemies and weapons which pack the screen.

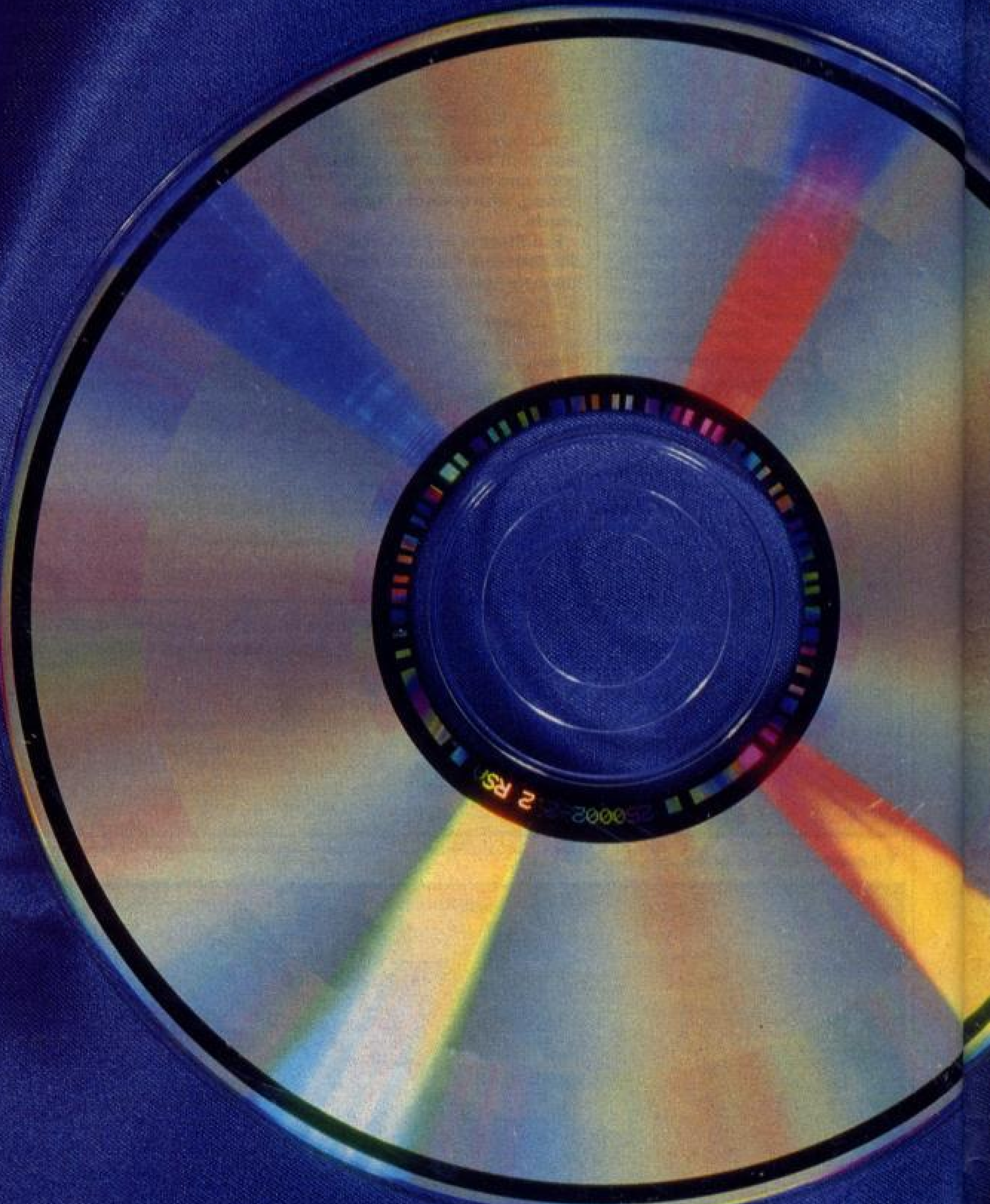
SOUND 93%
Excellent Maniacs Of Noise soundtrack. And if you choose FX there's some great samples.

HOOKABILITY 80%
You can get straight into the battle, but understanding it all takes time, and it's a tough game.

LASTABILITY 86%
The ability to design your own map gives plenty of scope for a big challenge.

OVERALL 85%
A unique and extremely well presented arcade game.

THE CD GAMES PACK



1. BMX SIMULATOR
2. SUPER STUNTMAN
3. FRUIT MACHINE
4. PRO SNOOKER
5. SUPER ROBIN HOOD
6. 3D STAR FIGHTER
7. PINBALL SIM
8. INTER RUGBY SIM
9. DEATH STALKER
10. BMX FREESTYLE
11. DIZZY
12. SUPER G-MAN
13. ATV SIM
14. GHOST HUNTERS
15. STREET FOOTBALL
16. JET BIKE SIM
17. SAS COMBAT
18. BIGFOOT
19. NINJA MASSACRE
20. FAST FOOD
21. ARCADE FLIGHT SIM
22. BMX SIMULATOR 2
23. THE HIT SQUAD
24. TRANSMUTER
25. PRO SKATEBOARD
26. PRO SKI SIM
27. VAMPIRE
28. 4 SOCCER SIM
29. TWIN TURBO V8
30. TREASURE ISLAND DIZZY

Specifications correct at time of going to press

switchblade

Gremlin, Amiga £19.99

After 10,000 years of peace on the cyber world of Thraxx, the magic Fireblade has shattered and the evil Havok has has come to power. Only one brave Bladeknights, Hiro, has survived. But before he can take on Havok the sixteen fragments of the Fireblade, scattered throughout five levels of the below-ground Undercity, must be found.

Hostile creatures attack Hiro and can be destroyed by hand-to-hand combat (hold the fire button down longer for more powerful moves) or various missiles fired from Hiro's cyber-arm. Some of the bricks in the walls of each level may be smashed to reveal bonuses.



I wasn't surprised to discover that this was programmed by Core of *Rick Dangerous* fame. The platform and ladders gameplay is similarly enjoyable with some good graphics. I particularly like the way that unexplored areas remain black until visited, so at least you know where you've been. What's missing, though, is any humour or significant graphic variety without which the repetitive action eventually becomes tiresome.



▲ Exploring the labyrinthine Undercity.



I really enjoyed this one with an ace tune to get things going and a very slick start-up scene of coin-op quality. The *Rick Dangerous* influence has rubbed off and as a result it's all highly playable stuff but with more of an arcade adventure feel to it with different directions to go in and quite a few new areas to explore. There are plenty of new creatures to see, but why there has to be continual use of dull grey backdrops I don't know – pity as otherwise this is a good futuristic romp.

64

A C64 version's coming soon, priced £9.99/£14.99.

update

PRESENTATION 80%
Excellent intro sequence.

GRAPHICS 65%
Cute sprites, but backgrounds largely unvaried.

SOUND 70%
Good in-game tune or FX.

HOOKABILITY 74%
Good fun for a while.

LASTABILITY 68%
Five large levels but action gets repetitive.

OVERALL 70%
A playable arcade adventure, but lacking variety.

MIND bender

Gremlin, Amiga £19.99

Gregorius McDuffin is a bird boffin who conducts experiments in his cellar. But instead of writing an adventure section for ZZAP! he is attempting to redirect magic energy beams.

In each of fifty experiments a magician emits an energy beam which McDuffin attempts to guide into a receiver, using mirrors to deflect it. Various obstacles block the way and the beam must also be directed through cauldrons and onto lightbulbs to switch them on.

There are two ways of failing: running out of time or overloading (when the beam is directed back onto itself or the magician heat builds up).

Game options in this *Deflektor* sequel include a two-player mode and level designer.



An aptly named game this one with its simple enough gameplay which rapidly turns horribly difficult. Like *Deflektor* the first few screens are no sweat but they soon get really tricky. For a puzzle game the graphics are great: when you consider their size they're very well done with some nice animation. So go on, forget the flashy licences and get this superb puzzle game.

▼ More mind-bending action from Gremlin.





Deflektor was one of my all-time favourite puzzle games, and while *Mindbender* isn't that different from the original, it certainly hasn't lost the incredibly addictive gameplay. The most important addition is the level designer, although creating solvable screens requires some thought. The two-player mode is also fun – with both players trying to achieve the same thing it can get chaotic unless you tell each other what you're doing!

64

64 owners shouldn't to wait long to do some mindbending.

update

PRESENTATION 82%
Humorously polished with good options.

GRAPHICS 65%
Good for the genre.

SOUND 60%
Tolerable tune and some neat effects.

HOOKABILITY 77%
Well judged difficulty level and practice option.

LASTABILITY 80%
Fifty levels and you can create your own.

OVERALL 77%
***Deflektor* fans will love it.**

Battle SQUADRON

European Electronic Zoo, Amiga £24.99

Ever get the feeling that you've just made an incredibly stupid mistake and are completely doomed? Like volunteering to sell a 1,000 raffle tickets down your street? Or accepting promotion to Squadron Commander, Battle Group V?

Of course, it sounds like one of those powerful jobs where you sit aboard a flagship and send other, lowly people into battle. Now you've arrived at Galax Lunar HQ and all they've got for you is a pair of Delta II class cruisers. So what exactly does your 'promotion' mean? Well, there are lots of unbelievably dangerous missions that you can now accept. Suicide missions, in short, and one's just arrived for you!

Commander Berry Mayers and the extremely fanciable Commander Lori Bergin have just gone missing. They'd completed a spying mission on Urania, home planet of the Barrax Empire, when something interrupted their journey. Apparently their ship was boarded and towed to Terrainia, the most heavily defended planet in the known universe.

Battle Group V is to fly over the planet, and into its three underground bases – via entry points on the wraparound, vertically scrolling surface – destroying all the Barraxians before liberating the hostages. Unfortunately the Barraxians have developed many biological weapons, such as huge, laser-spitting mutant plants and enormous flies. Then there's the invisible fighters and homing missiles!

Fortunately your ship doesn't have to stick with its fitted armament. When blasted, transport ships release upgrade capsules which float across the screen slowly changing colour. If you've got an Emerald Laser, collecting the capsule when it's green will upgrade it. Alternatively you can collect another colour, switching to Magnetic Torps, an Anti-Particle Beam, or a Magma Wave. Including upgrades there are 25 different types of weapon which vary from being precise and hard-hitting, to weaker but covering a bigger area.

No less useful are Nova smart bombs. Hold down fire and rotate the joystick to activate this fearsome, swirling mass of energy. You start off armed with three, but more can be collected.



▲ **Spot the stealth fighters – answers on the back of a postcard to *This Is Only A Joke, Not a Real, Competition HA7 1HA.***



I love the graphics on this game, from the hideous organic levels to the superbly detailed purple bases. But what's best about *Battle Squadron* is the excellent simultaneous two-player mode which gives it an edge on most vertical scrollers – two players means twice the fun. As in that other classic two-player shoot-'em-up, *Blood Money*, there's usually a mad dash to get the extra weaponry icons! Another good feature is the option to change the game parameters; a neat touch in a very playable blast-'em-up.



Battle Squadron reminds me of another great Amiga shoot-'em-up, namely *Sidewinder*. There's the slight horizontal scroll, the excellent wrecked baddie graphics and even the relatively slow orange bullets. But *Battle* is clearly a great advance, the graphics are that much more varied and well drawn – undoubtedly the best touch is the superb, shimmering invisibility effect. The ability to upgrade your weapons is also good: staying on the surface to build up your firepower for the underground sections adds a nice element of tactical play. I don't think this has quite got the attention to game detail as *R-Type*, but it's certainly an extremely playable, arcade-style spectacular.

▼ **Shooting massive killer-plants on a subterranean level.**



64

Sadly no plans for a C64 version.

update

PRESENTATION 92%
Simultaneous two-player option, plus continue-play option if you don't customise game (changing speed and maximum number of alien bullets etc).

GRAPHICS 94%
Seven different landscapes, all crammed full of detail with their own baddies. *Predator*-style invisibility effect is brilliant!

SOUND 85%
Music is rather banal but can be turned off, FX are good.

HOOKABILITY 91%
Instantly playable with lots to see and tactics to learn.

LASTABILITY 82%
A massive challenge, but it's too easy to see all the levels. The only incentive over the long-term is higher scores and using more weapons.

OVERALL 85%
A first class shoot-'em-up.

TOOBIN

64 / A

Tengen, C64 £9.99 cassette, £14.99 disk; Amiga £19.99

Two of the coolest tube-dudes around, Bif and Jet have set out down the river in two big tyres, searching for a party! In between this and them are some of the wildest, craziest and nastiest stretches of water around, and they've not even been privatised. Appearing on the river banks are Indians, irate fishermen, penguins, bottle-toting drunks, mad arabs, hillbillies, Sphinx, skulls, and many another totally uncool squares who throw various objects at the heroes. The water itself is full of tube-bursting things like torpedoes, sewer slime, and twigs and branches. Bif and Jet are armed up with cans of beer to throw at anything that comes at them. But how can they throw them with all that beer inside the cans? Simple, drink it first!!! Extra cans can be picked up along with bonus points and letters to make up the word TOOBIN for a BIG bonus.

If Bif and Jet take too long to go down river, a croc surfaces and bursts the tube to convince them to get a move on. Paddling through gates temporarily keeps old green skin away. As the watery roads get trickier to negotiate, Bif and Jet have to fend off even weirder opponents as they paddle down the Amazon, smelly sewers, the Colorado river, Martian canals, and descend down the Styx. Must be one hell of a party at the end!!!



ROBIN

On the 64, Teque have done a good job capturing the humour of the coin-op, with humorous and fast graphics. The simplistic gameplay is very well recreated.

The Amiga version isn't as fast and as such is a little less enjoyable. Although the graphics have a good deal of variety about them, the typically superb detail of the Tengen coin-op is sadly lacking, the levels look similar in layout, and it can get boring after a while. It's also strange how the game's colours all look washed out. The music's quite good on both versions but overall don't expect anything outstanding.



PHIL

One of the strangest coin-ops around has been converted fairly well to both machines. The 64 version is the better of the two with some good graphics – I love the way Bif and Jet paddle like mad while trying to evade crocodiles etc.

The Amiga game is less impressive with bland use of colour and slower rate of play. However, both versions suffer from an eventual repetitiveness as all the levels are much the same to play, varying only graphically.

▼ **Bif and Jet paddling down the river.** (C64)



▼ **About to be snapped up by a croc.** Amiga



64

PRESENTATION 74%
Four continue-plays, simultaneous two-player option, no multi-load!

GRAPHICS 77%
Humourous but maybe lacking detail.

SOUND 70%
Unsophisticated but cheerful tunes.

HOOKABILITY 77%
Inevitably works better with two players, but it's fast and great fun to play.

LASTABILITY 75%
There's only 8 levels (repeated in mixed order) but the enemy sprites change each time and there's a different route to be taken.

OVERALL 75%
A decent conversion of the off-beat coin-op with the main ingredients of fun and playability kept intact.

amiga

PRESENTATION 71%
Continue-plays and a good title screen (with humourous samples). No multi-load.

GRAPHICS 69%
Slightly washed out but varied enough.

SOUND 80%
A variety of catchy tunes plus good FX.

HOOKABILITY 70%
Relatively sedate action in one-player mode but the coin-op's simple playability saves the day.

LASTABILITY 66%
Tougher but slower paced than the 64 version. Repetition of gameplay and level layout can lead to waning interest.

OVERALL 68%
Toobular, playable fun but a little on the repetitive side, especially in one-player mode.

Hard Drivin'

A



▲ The map shows both the speed and stunt courses.

Domark, Amiga £19.99

One of the most successful arcades games ever started life as a safety device, a simulator intended to save driving instructors from terminal nervous tension. But needless to say the allure of loads of dosh in the arcades soon distracted the programmers from this noble task. In short order the 1100cc mini-micro car was replaced by an extremely flash, high performance Italian car that can turn your average young driver into a stretcher case faster than you can say 140 mph. And just to help the process along, a peaceful urban route has been replaced by a Speed Track and a Stunt Track.

The latter has three main stunts: the Bridge Jump, the diabolically steep Bank, and the vertigo-inducing Loop-the-Loop. Keeping the car on the track is tough enough, but there are also plenty of other cars to run into and a time limit to make each of the three checkpoints per lap. The Speed Track has a more conventional layout, to better simulate normal driving, but the tough time limits ensure you break all speed limits. Make a fast enough lap on either Track and you get challenged by another law breaker, namely the Phantom Photon, to a race around the Stunt Track. A single crash will disqualify you, so this is one mean challenge. But if you do beat the Photon, your amazing performance is saved so that if you beat the new lap time you get to race against yourself!

Obviously good control of your car is critical, so Domark have provided a variety of options. Probably the best is mouse, with the two buttons controlling acceleration/deceleration. Press both and you get the brakes. Joystick works as you'd expect – forward/backward controlling speed with fire activating brakes. Gears can be automatic, or manual with either keys or a second joystick replacing the gearstick.

For the future, Domark are planning data disks with additional cars, scenery tracks, and ultimately even a track designer!



▲ That's realism for you – going over a translucent, open drawbridge!



Jurgen Friedrich has worked miracles cramming the coin-op into the Amiga, this really is a very close conversion which can be heartily recommended to fans of the arcade game. The lack of a steering wheel and pedals is compensated for by a nice combination mouse/joystick set-up and the graphics are great. But this closeness does cause some problems – just two tracks really doesn't offer that much depth Amiga game. The roads are also surprisingly empty, with just a few cars to avoid. Still, the data disks could solve these problems and there's no doubting what a great conversion this is.



The real thrill of the coin-op was its realism; with the lack of a steering wheel, gearstick, and pedals, the home computer versions always sounded a bit dubious! Although the mouse/joystick control is adequate it doesn't really give you the illusion of driving. Still, despite the odd bug the 3-D graphics are very good indeed and driving against the Phantom Photon adds an element of competition to this enjoyable driving sim.

64

The C64 game will probably copy the very fast Spectrum game, so let's hope for another *Stunt Car Racer* miracle!

update

PRESENTATION 90%
Arcade perfect presentation, choice of manual and automatic gears, control options.

GRAPHICS 86%
Visually an extremely accurate and fast version of the arcade game.

SOUND 74%
Good intro tune and samples, but the in-game FX are a bit dull.

HOOKABILITY 80%
Control system takes a bit of mastering, but simulator effect is immediately compelling.

LASTABILITY 78%
Ability to race against Photon and yourself provides good challenge. While two tracks don't provide much variety, promised data disks will improve this rating.

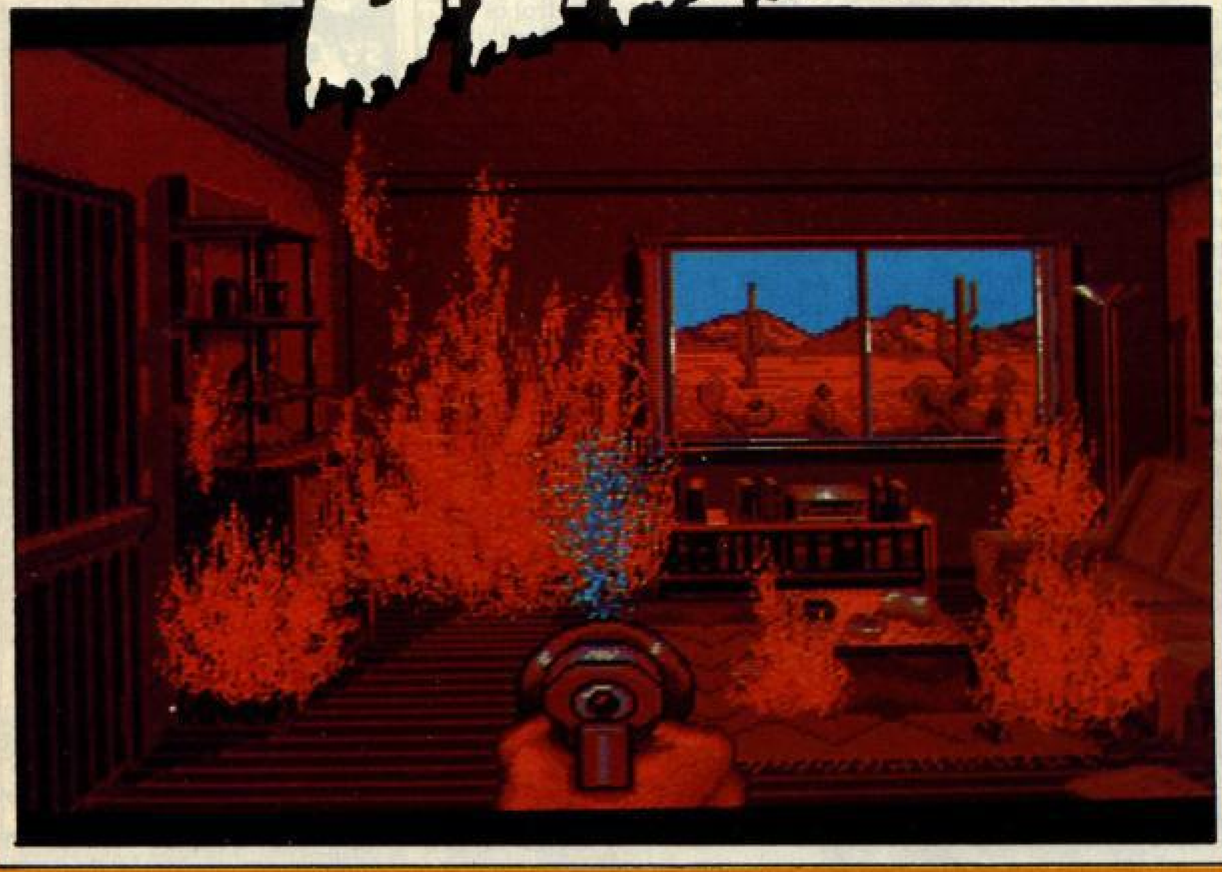
OVERALL 81%
An excellent conversion of a good coin-op.

SIZZLER

IT came from the DESERT

A

▼ Your living room's on fire and there's no Fire Dept – better extinguish it yourself.



Cinemaware/Mirrorsoft, Amiga £29.99 – 1 Megabyte only!!

●Pest control was never so much fun!

Lizard Breath, California; a small town in the backwater of cultural development – and the current base of geologist, Dr Greg Bradley. He's cut short his vacation to study the remains of a large meteorite which crashed in the nearby mountains a week ago. Nothing much ever happens in this one-lizard town so the townfolk are thrilled by it. But their excitement is soon to turn to horror . . . (cue dramatic music)

You see, the meteorite was extremely radioactive and affected the local wildlife in a literally massive way – the sleepy town of Lizard Breath is about to be attacked by giant ants!

In this tribute to 1950s B-movies you play the part of Greg, attempting to destroy the ants before they reach the town. Your first problem is that unsurprisingly no-one believes you – four pieces of solid evidence must be collected (a plastercast of a creature's tracks, a recording of creature sounds, creature fluids, and a creature part) to convince the mayor into calling out the national guard.

But to know where to look for evidence you'll first have to to talk to people about some recent strange occurrences. You can phone people from your home and most other buildings, or alternatively, visit them at their place of work (although they may be out, usually at the pub!). Travelling is generally done by car. A scrolling map shows all the locations, and the estimated time of arrival for each – you can't afford to waste time as you have only 15 days to save the town.

Once a location is selected you are automatically transported there. That is, unless you run into the local gang – The Hellcats – who'll challenge you to an extremely dangerous game of 'chicken'. In an arcade sequence, your car speeds towards the Hellraisers', the loser being the car which chickens out and swerves off the road.

On arrival at the chosen location, you are greeted with a static picture and a text window showing your current thoughts. If anyone's there they'll usually talk to you, sometimes giving you useful information, but beware hoaxers! One very helpful character is Professor Wells, a scientist at the local university who can analyse any evidence given to him. Other important characters include a female radio DJ, a newspaper reporter, and the police sergeant. However, some of the people are not so friendly and may even challenge you to a knife fight!

A visit to the airfield allows you to survey the town from overhead. The plane is equipped with a limited amount of chemical spray to use on any ants seen. Fuel is also limited and must be carefully watched so that you have enough to get back to the airfield – if not, you can try crash-landing in the desert or on a road. Flying is also necessary to get the recording of creature sounds.

For some of the required evidence you'll need first-hand contact with the ants – they usually hang out around the mineshafts or volcano craters. A massive ant crawls across the screen – you must aim your gun at it and hopefully destroy it before it attacks. However, if you kill it the view switches to an overhead one as you are chased by more angry ants! This time you can use grenades against them – kill enough ants and the

It has been hyped for so long now that first impressions are disappointing – there's quite a bit of moving about and the concept lacks the immediate drama of *Rocket Ranger*. But the more you play, the more interesting the game becomes. The small 'one-lizard' town becomes increasingly familiar, creating a good atmosphere and a real B-movie feel. The sound effects are probably best at this – the radio music sounds exactly like it's been filtered through a cheap radio and the spooky FX when ants are near is excellent, as well as being vitally important.

The structure of the game is adventure/strategy biased, with the finding of clues presenting a formidable task. On the other hand though, Cinemaware have cleverly put in plenty of exciting arcade sequences. The hospital one in particular is technically unexciting, but great fun to play and hard enough to beat even an arcade wiz like Robin. All in all a great game, although not quite good enough to justify a RAM upgrade unless you also plan to get *Dungeon Master*.



rest will run away.

If at any time you get injured (by an ant, knife fight, plane crash etc) you'll be sent to the hospital. Any treatment here wastes valuable time, so the usual course of action is to try and escape! In an overhead-view sequence you must try to get to the ground floor and out of the front door. If they spot you the doctors and nurses will chase you and, if they catch you, stick a large hypodermic needle you know where. Luckily, you can hide under desks and in spare beds, and you can even find a wheelchair for extra speed!

Ultimately, to save the town you must find the opening to the nest and destroy the queen. If you haven't achieved this by Day 15, you will have to defend the town from an all-out attack. The mayor will call a general alert – he is finally convinced when one of the ants eats his car! – and will allow you to organise the defences: you can allocate townfolk, construction workers, soldiers, and police to any location under siege. You can then leave them to it, or go to help in another overhead arcade sequence – here you can enter and control any of the army tanks. Jet strikes can also be ordered from the general alert map.

If you successfully defend the town, you can have another crack at the ants' nest; otherwise it's 'THE END' of Lizard's Breath!

The game comes on three disks so an extra drive is recommended to cut down on the inevitable disk swapping. You also need 1Mb of memory to run the game: unfortunately Cinemaware are not planning a version for the unexpanded A500.



▲ Escape from hospital! – you hide in the stairwell to avoid the nurses.

This is the best combination of adventure, strategy, and arcade genres since the classic *Rocket Ranger*, also from Cinemaware. Some of the arcade sequences are great games in themselves – I particularly liked the hospital scene where you run and hide from the chasing nurses and doctors: zipping around in the wheelchair is hilarious fun! The adventure itself is superb with a classic B-movie storyline and typically slick Cinemaware presentation to heighten the atmosphere – the giant ants are so well animated, they're scary! With each new game the course of events is slightly different and therefore never predictable. Of course there's the inevitable disk access and shuffling, but it's not too intrusive and all pretty rapid.

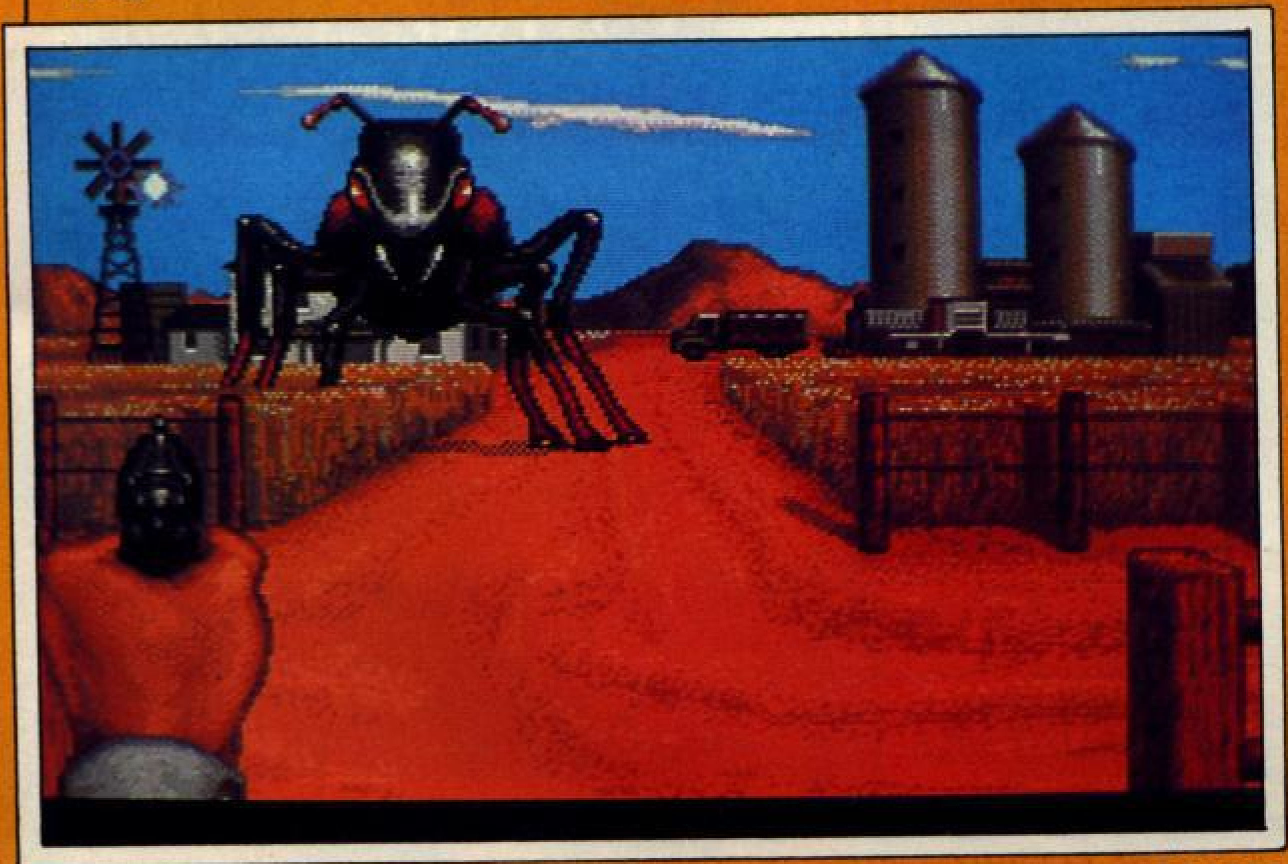


▼ Aarrgh, I knew I shouldn't have trod on that ants' nest!



I enjoyed *Rocket Ranger* a lot: there was lots to do with some excellent sub-games to liven things up. This has been repeated in *It*, but while it is certainly an even more impressive game to look at, I feel it's lost some of the ease of play and fun that made *Rocket Ranger* such an enjoyable game to play. The 'whatdunnit' aspect of *It* makes it a lot more thought provoking but it lacks instant accessibility as a result. Well, that's my personal moan about it anyway.

This aside, *It* is a lavishly put-together package with quality throughout – the incredible start up sequence is testament to that. Sonic effects and tunes are of the usual excellent Cinemaware standard; the samples are top quality and even the sub-games are great games in their own right. A lot of thought has obviously gone into the game structure and as such no two games follow the same path with random events cropping up frequently. You really do have to work to find the evidence, fight off the ants, AND convince the Lizard Breath citizens that the damn things exist! Great stuff although it's not quite in the *Rocket Ranger* league.



PRESENTATION 90%
Easy-to-read manual, superb intro sequence, adequate save facility, disk access and shuffling not too bad.

GRAPHICS 88%
Detailed static screens, good arcade sequences with nice animation – especially of the large ants.

SOUND 94%
Excellent sampled intro, very atmospheric orchestral music, plus a number of other good tunes in various locations.

HOOKABILITY 90%
Very user-friendly selection system makes it easy to get into the game. Arcade sequences provide light relief from the main adventure.

LASTABILITY 91%
Stopping the ants is a fascinating challenge, and the course of events changes every game.

OVERALL 90%

Yet another slick Cinemaware release – a pity it's only for 1Mb machines, though.

The PREVIEWS

Brought to you by the mysterious Shirley Bassey groupie

DOMARK

An industrious bunch, Domark are already lined up with games aplenty from Broderbund and Tengen for the '90s including the licence for the fantastic *S.T.U.N. Runner*. You lucky punters!! 'Do they mean us?' you cry. They surely do!!

GRIDIRON, 2001?

Hut! Hut! Hut! is what's it's all about as Tengen score a robotic touchdown with Atari's *Cyberball*. It's the future of American Football as violence on the pitch reaches maximum level and keeps right on climbing! Robots have taken over the sport in the 21st Century. They score touchdowns any way they can, typically by much brute force and opposition wrecking – R2D2s these Steel Superbowlers ain't!!

The Amiga version looks extremely close to the coin-op whereas the 64 version will resort to a look-down view over the vertically scrolling pitch to ensure almost all of the coin-op's features are kept. There's over 100 plays to choose from, robot malfunctions to watch for, and a ball with a nasty habit of exploding! Both versions are due out any day now (prices to be announced).

▼ Heavy metal 21st century American footie fun in *Cyberball* (Amiga)



ALIEN INVASION

Escape From The Planet Of The Robot Monsters is not only a very long title indeed but the next on the production line from Domark. It's your everyday, normal life sort of story where we meet evil Reptilions who've captured many a human and put them to work creating Earth-bashing robot armies. Time for Jake and Duke to go in, rescue the hostages, and put paid to those slimy aliens' plans!

With action not too distant from the likes of *Gauntlet*, *Escape* sees the deadly duo fighting off robots, cracking open lockers for food and weapons, running up and down conveyor belts, and navigating through canal mazes in the quest to destroy the Reptilions! No C64 shots as yet but the Amiga screens here are looking very faithful indeed (even if the robots *do* look like Weetabix on legs!). *Escape* should be ready for March (C64 £9.99 cassette, £12.99 disk, Amiga £19.99).

MORE HARD DRIVIN'

We should all know about *Hard Drivin'* by now so without further ado here's a chance for you to gaze on the 64 version. Looks a tad like the Speccy version to me and hopefully will run as fast. There's plans to put more colour into the game which may work; it may not, but after *Space Rogue* this month *anything* is possible!!

While we're in the Hard Driver's seat Domark have extra tracks lined up for early next year with many a new and fearsome track structure to see and prang the Ferrari attempting to conquer. The *Hard Drivin'* construction kit is a bit further off in the year though and should drive everyone MAD as really way out courses start appearing.

▼ *Hard Drivin'* to get into that challenge with the Phantom Photon. (C64)



▼ With a title like *Escape From The Planet Of The Robot Monsters* who needs captions? (Amiga)





The cutest and most beautifully animated sprites ever, in Broderbund's *Typhoon Thompson.* (Amiga)

BRODERBUND BONANZA

Ah yes, now we have *Typhoon Thompson (Search for the Sea Child)* next from Domark's Broderbund link. It's the story of a little baby (keep reading, it gets better) who's been captured by sea sprites (it will get better, honest!) who won't give the sprog back. Take on the role of Typhoon Thompson and whizz around the islands on your jet sled. Dodge the sea sprites, blast them, and pick-'em-up in exchange for clues leading to the captive babe. Watch out though, these sprites are crack shots; ace Flyer craft pilots and have a nifty line in imitating Duncan Goodhew!!

This beauty has some of the most amazing animation you're likely to see on the Amiga and it's all by the legendary Dan *Choplifter* Gorlin himself!! Typhoon will be stirring up a storm next month for the waterspouting price of £19.99.

F-16 Digital Integration

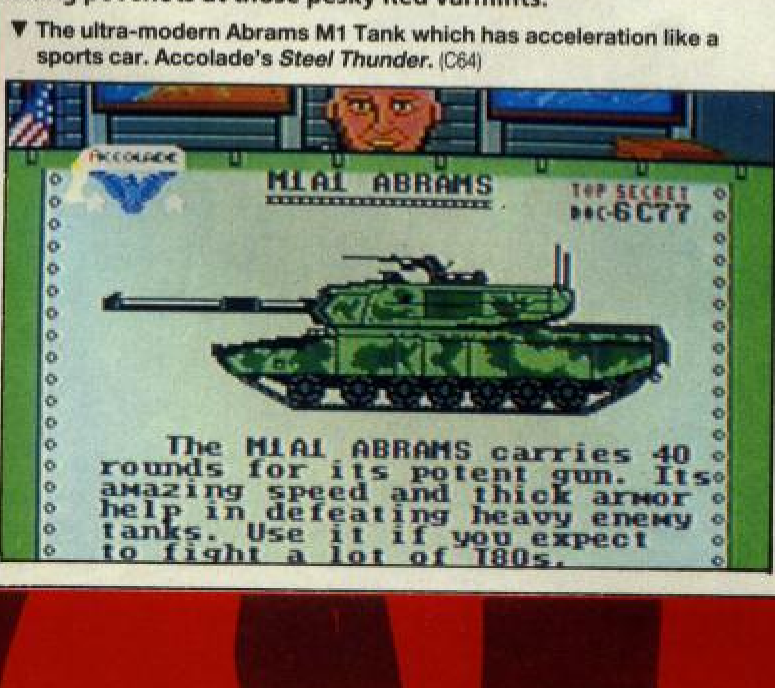
I waited and waited for some pictures for of this one and come in they did not, so I'll make it short and snappy. Digital Integration's *Falcon* beater *F-16 Combat Pilot* is headed towards the Commodore base and it's got the 64 firmly in its sights. Planned for the very end of January the ever popular *F-16* should hit home for £14.99 on cassette and £19.95 on disk. Sounds a lot better value for money than an AMRAAM missile, that's for sure.

ACCOLADE™

Accolade are on the up and up at the moment with many products coming forth from their plush San Jose offices. Here we go with a quick summary of their new releases for the Spring of the 1990, take a deep breath NOW.... the F-18 airshow flight simulator *Blue Angels* (Amiga and 64), a new European Challenge scenery disk for *Test Drive 2* on both machines, *Hardball II* (Amiga), the very un-winterish powerboat simulator *Heat Wave*, the silver dream machine follow-on to *Grand Prix Circuit* titled *The Cycles*, and new courses for *Jack Nicklaus's Golf.* Phew!

As well as this hefty lot we also have *Steel Thunder* battling away on the 64 soon. In fact, it's going to be very soon as the tank simulation arrived in our office just too late for review – I grabbed it for previews and here it is. Take command of a number of different types including the Sherman and M-1A1 main battle tanks and trundle around warzones like Syria and West Germany, taking pot shots at those pesky Red varmints.

▼ The ultra-modern Abrams M1 Tank which has acceleration like a sports car. Accolade's *Steel Thunder.* (C64)





▲ Gremlin's spectacular and very weird *Ramrod.* (Amiga)



▲ A hopping mad fly in Gremlin's *Venus.* (Amiga)

GREMLIN

Gremlin carry on down the 16-bit track with *Ramrod* coming along very nicely and thankfully not beating the *Damocles: Mercenary 2* record for programming longevity. Choose from either Ramrod the warrior or Rambot the robot and take them into four worlds of total surrealism where coin-ops clash with Aztec temples, CD's lie scattered around, and the enemy replies in kind with several million volts up the interface.

The clash of eras makes this one very weird game, and with an excellent 3-D graphic style it all looks out of this world!. To see what *Ramrod* gets up to on your Amiga you'll not have long to wait, it should be out mid-February (sorry, no prices at the time of writing).

Also on the cards is another strange game starring a robotic fly and titled *Venus.* The plot isn't known as yet but the fly with more armour than sense has to hop through each level (if you were a fly, would *you* lumber yourself down with armour plating??). It's looking good so far and looks planned for a March or so release.

LE JARDIN DU GREMLIN?

The weirdest Gremlin release of all has to be a sequel to *FOFT* titled, believe it or not, *BSS Jane Seymour*!(?)!

Unfortunately it's not a game about that gorgeous foxtress of an actress herself, but no less than a namesake spaceship riddled by radiation from a faulty spatial jump. Not only has it knocked out the ship's computers, engines, energy systems, and other vital bits but it's also turned some collected alien specimens into very nasty things indeed. You, as commander of the ship, have to rectify the many faults in the ship and bring those aliens under control. By all accounts it's not a space game in the *FOFT* mould but it looks a deep game and could prove most absorbing. A March release is planned for this one with a price to be decided.

▼ The sequel to *FOFT* has you undertaking a mission inside *Jane Seymour* – a spaceship, of course. (Amiga)





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